
Subject: Some things to add to your "to-do" list
Posted by [PermaGrin](#) on Sun, 22 Aug 2004 05:53:11 GMT

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1) In a 1player LAN game (think its host, but I only play 1 player LAN to test and I never host) when you hold the "K" key, you can see the health status for buildings and harv for both teams. When I play online in servers and hit "K" I see all of the same but the harvester status (this is why I am guessing its just for the host). Can this be fixed?

2) Since you guys are fixing things in maps like, as in past discussions, buildings jumping, back of bar/wf jumping, b2b, glass shot. Can you also make a note and fix areas of maps where you can go "out of bounds"?

Canyon for example, you can get up on the top of the map.

Subject: Some things to add to your "to-do" list
Posted by [kurt421](#) on Sun, 22 Aug 2004 11:23:48 GMT

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ive never noticed that first thing!

as for the second point you made, i think its already been talked about.

Subject: Some things to add to your "to-do" list
Posted by [PermaGrin](#) on Sun, 22 Aug 2004 18:03:57 GMT

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Im sure the second one has been discussed, but I just cant recall on if someone has given as solid answer for it. And the first one, is not really a big deal, no like "extra-goodies". Sometimes online I find myself hitting "K" to find the hravy stats, but I end up wasting my time.

Subject: Some things to add to your "to-do" list
Posted by [Renx](#) on Sun, 22 Aug 2004 20:00:40 GMT

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Would it be possible to add other, or custom buildings to the K screen? For FanMaps..

Subject: Some things to add to your "to-do" list
Posted by [PermaGrin](#) on Mon, 23 Aug 2004 07:05:33 GMT

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Another thing. I mentioned this to Jonwil, but I will state for everyone to see.

What about fixing the harvester harvesting animation?

As is, the harv just idles in the tib field during the collection process. It supposed to have the little claws move and rollers spin.

JonWil also explain to me what is different about this problem. Other animation fixes were done be collecting the correct info from the host and then send it to the client. In the harvesters case, the host is not even recieving the information. So in turn there is no info to send to the client.

Subject: Some things to add to your "to-do" list
Posted by [jonwil](#) on Mon, 23 Aug 2004 07:52:53 GMT
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basicly, animation for most renegade objects (except those created in cinematics) is handled by a class called SimpleAnimControlClass.
Each object in the game will have one of these if it animates.
Animation is all handled on the host.
Most animation (including the Set_Animation and Set_Animation_Frame script commands and the harvester animation) that happens (except if its a cinematic object) ends up in PhysicalGameObj::Set_Animation or PhysicalGameObj::Set_Animation_Frame.
This will then create the SimpleAnimControlClass (if needed) and pass the right values to it (e.g. the name of the animation)

At some point, the game calls into the netcode which passes all the stuff to the client.
The client deals with the stuff in PhysicalGameObj::ImportRare.
Problem is, on the client the SimpleAnimControlClass is never created.
What it normally does (in regular renegade) is to say "if the SimpleAnimControlClass exists, fill in the data".
With my patch, it says "if the SimpleAnimControlClass doesnt exist,, create it and fill in the data otherwise just fill in the data" (there is a ccheck to make sure it doesnt trigger for CinematicGameObjs to prevent problems with cinematic created animations like the cargo plane)
This makes most animations work (obelisk animation, vehicle leg animations and such).

The harvester arms use the same animation logic (specifically PhysicalGameObj::Set_Animation) so in theory it should be 100% working.

The problem is that the game passes the wrong animation name to PhysicalGameObj::Set_Animation so the engine never finds the animation (because it doesnt exist)
The new fix should fix that so it passes the correct animation name (at least assuming you are using the same hierarchy and animation name as westwood did, making it user-customizable is too hard)

Note that this harvester animation fix will be in 2.0 and will require the server to be running 2.0. The clients can run 1.9.1 and it will still work however

Subject: Some things to add to your "to-do" list
Posted by [Blazer](#) on Mon, 23 Aug 2004 20:19:55 GMT
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Sweet...thanks Jonwil. I assume this means that the ore truck dumping animation will work in Renalert too now?

Subject: Some things to add to your "to-do" list
Posted by [Renx](#) on Mon, 23 Aug 2004 20:36:50 GMT
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Yea, it was planned to work in 9935 anyway, but that's good that some of these things will work in renegade now too
