Subject: My new map issues
Posted by c0vert7 on Sun, 05 Nov 2006 15:49:01 GMT
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Ok I am working on a new map with a buddy of mine (stallion-david) I am doing the renx and helpign with level edit and he is designing and doing most the level edit stuff. (I dont like doing stuff in level edit, building controllers, pts, ect.) Anyway, I am running into some animation and textureing issues on the map. First question is, How do I make text and add a picture onto an object? Second question, I made a chest that is animated to open on the top (which slides back) and the front (which slides to the left and right, 2 doors) It works fine but the door closes and opens way to fast. I need to figure out how to slow it down and to if possible to keep the door open while there in it. Cause its a walk in chest that can close u around it.

Subject: Re: My new map issues
Posted by c0vert7 on Sun, 05 Nov 2006 15:52:49 GMT
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Ok I figured out text now so I dont need help there just animations.

Subject: Re: My new map issues
Posted by trooprm02 on Sun, 05 Nov 2006 21:23:19 GMT
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hey man, didn't know you where on these forums

Subject: Re: My new map issues
Posted by Dave Mason on Sun, 05 Nov 2006 21:31:09 GMT
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trooprm02 wrote on Sun, 05 November 2006 21:23hey man, didn't know you where on these forums

Subject: Re: My new map issues
Posted by c0vert7 on Mon, 06 Nov 2006 01:36:49 GMT
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I rarely use these forums too many topics to keep track of . I come here when I need help mainly.

Subject: Re: My new map issues

Posted by Ryu on Mon, 06 Nov 2006 02:15:57 GMT

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c0vert7 wrote on Sun, 05 November 2006 18:36I rarely use these forums too many topics to keep track of . I come here when I need help mainly.

leecher!

Subject: Re: My new map issues
Posted by Jerad2142 on Tue, 07 Nov 2006 18:51:16 GMT

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Fine I'll answer it then, to make the animation take more time you must change it in Renx (Make the frame count larger example: 10=>100) and then adjust the animation to match the frame count. Then export it and change the number of frames in the export screen to match.

Subject: Re: My new map issues
Posted by Halo38 on Tue, 07 Nov 2006 19:10:20 GMT

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as well as what Jerad has said,

You can also adjust the FPS of the animation in renx

open up diffrent ww animations in W3D viewer and you can see the diffrent frames per second that some of the animations are set to near the bottom right hand corner of the viewer for example doors usually open at 30 FPS and sandbagwalls fall at 20 FPS

adjusting your animations FPS will in theory make your work more efficent when played in game.

Subject: Re: My new map issues
Posted by c0vert7 on Wed, 08 Nov 2006 22:35:41 GMT

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Thxs for the help but one more part of the animation, how do I get the doors to stay open while there in it.

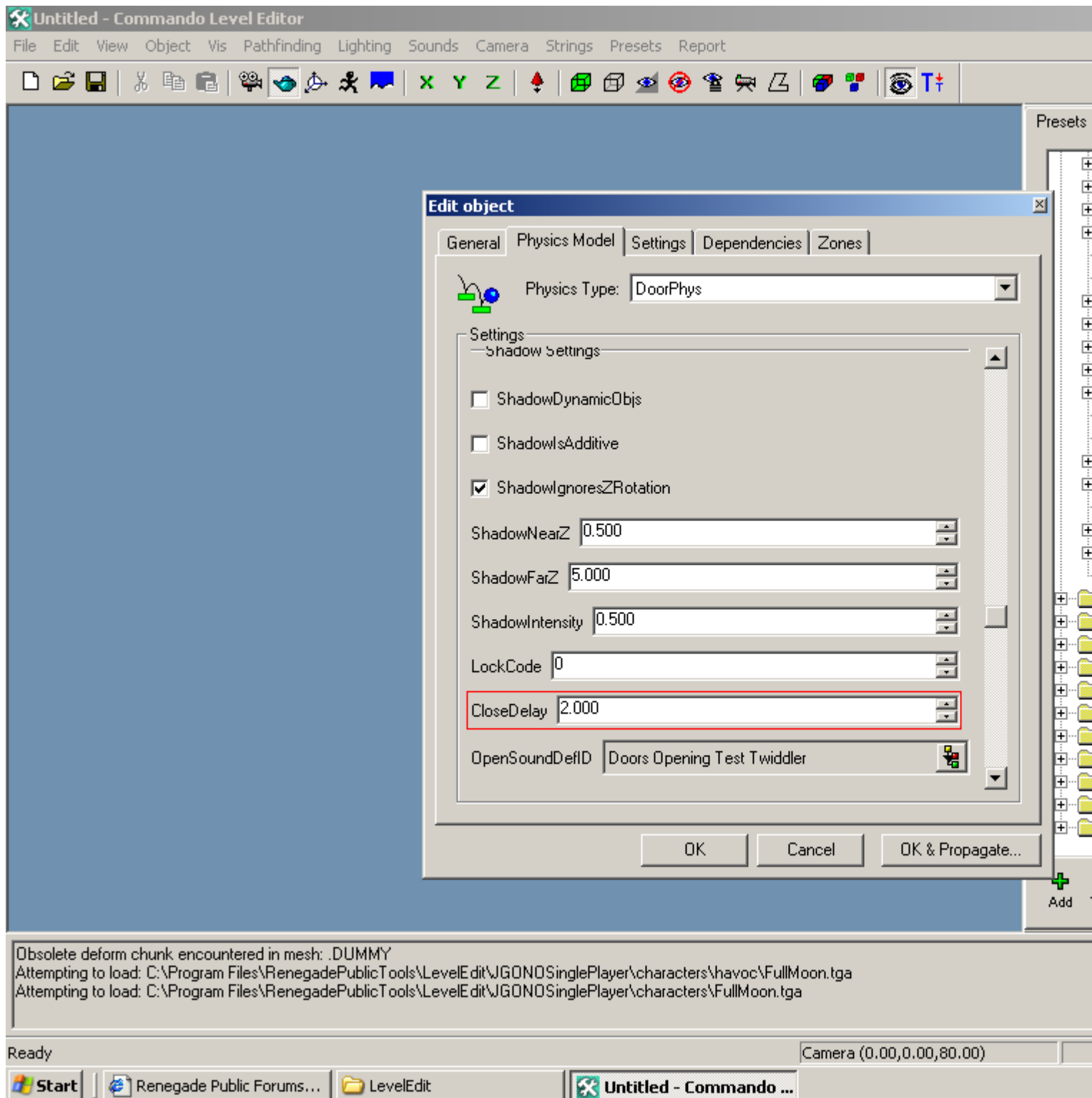Subject: Re: My new map issues
Posted by Jerad2142 on Wed, 08 Nov 2006 22:53:56 GMT

If your talking about time look below. But if you are talking about the doors closing when you are in between them you will have to work on the zones. You can do that through the "Zones" tab, make sure the zone is in between the doors where you could stand.

File Attachments
1) doorclosedelay.png, downloaded 254 times

Untitled - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets Report

Presets

Edit object

General | Physics Model | Settings | Dependencies | Zones

Physics Type: DoorPhys

Settings
Shadow Settings

☐ ShadowDynamicObjs

☐ ShadowIsAdditive

☑ ShadowIgnoresZRotation

ShadowNearZ 0.500

ShadowFarZ 5.000

ShadowIntensity 0.500

LockCode 0

CloseDelay 2.000

OpenSoundDefID Doors Opening Test Twiddler

OK   Cancel   OK & Propagate...

Add

Obsolete deform chunk encountered in mesh: .DUMMY
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\JGONOSinglePlayer\characters\havoc\FullMoon.tga
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\JGONOSinglePlayer\characters\FullMoon.tga

Ready   Camera (0.00,0.00,80.00)

Start | Renegade Public Forums... | LevelEdit | Untitled - Commando ...

Subject: Re: My new map issues
Posted by Stallion on Sun, 19 Nov 2006 07:50:22 GMT
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you guys rock. He may be doing this part of it, but you guys are helping us both out.