Subject: Additional animations for hero
Posted by Artofeel on Sun, 17 Nov 2013 09:42:25 GMT
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Since I probably will never finish the work on my mod, perhaps it would be better to split it into parts
this part about hero animations
amazing how many unused animations in the game, it probably migrated from the second part
This mode uses some, such as running at an angle, downhill\uphill, various spreads on 45\90\180 degrees, around obstacles, etc.
Also now you can move when aiming ranged weapons.

install:
use Catspaw's GFWL emu
extract archive and place DLC folder in Fable 3 game folder

File Attachments
1) Additional_animations_mod.zip, downloaded 4386 times

Subject: Re: Additional animations for hero
Posted by Artofeel on Mon, 02 Jun 2014 08:00:58 GMT
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updated
some fixes
and now fully worked left, right and forward around obstacles animations
also now is all packed and ready to use

Subject: Re: Additional animations for hero
Posted by Kree on Sun, 14 Sep 2014 04:09:42 GMT
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Great mod thanks alot!
Had to remove some null characters at the end of the lua file but that's probably just cause I'm going the long way by putting the file into the gamescripts_r.bnk

Subject: Re: Additional animations for hero
Posted by Phnx on Fri, 10 Oct 2014 10:14:59 GMT
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Hey, firstly thanks for this mod and also the other one! Secondly, is there any kind of preparation I need to make to get this to work? Because simply putting the mod3 folder into the data folder doesn't seem to do anything for me. Also, I'm using DLC so maybe I need to put it into one of the DLC folders because the game gives priority to newer content?!

Subject: Re: Additional animations for hero
Posted by Artofeel on Sun, 12 Oct 2014 06:30:45 GMT
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mod0 DLC1 (Understone and all others)
mod1 DLC2 (Traitors Keep)
mod2-mod9 any mods

mod1 will overwrite mod0
mod2 will overwrite mod1
etc

of course you will need timeslip GFWL remover first

Subject: Re: Additional animations for hero
Posted by Phnx on Sun, 12 Oct 2014 11:04:17 GMT
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Ah, I see. Thank you!

Subject: Re: Additional animations for hero
Posted by Phnx on Wed, 22 Oct 2014 00:35:36 GMT
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I've incorporated the mod into gamescripts_r.bnk and everything works fine so far. But there are a few issues. I'm playing the female hero and when she's moving slowly she makes very small steps and waddles at a certain speed. She also seems to "walk on ice". There's a kind of gliding effect. I'm playing with a controller. And another thing is she plays the same idle animation over and over again when she's standing still and doesn't alternate between idles anymore.

OK. I'm a do-it-yourself kinda guy so I figured it out. I fixed the gliding by changing the first couple of values back to the originals and the idle pose alternation by changing

HeroLocomotionStateIdleIdle.FeetMatchPoseTolerance = 0.8 back to
HeroLocomotionStateIdleIdle.FootMatchCompareTolerance = 0.8

Subject: Re: Additional animations for hero
Posted by Artofeel on Thu, 23 Oct 2014 16:18:00 GMT
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Phnx wrote on Wed, 22 October 2014 06:35I'm playing the female hero and when she's moving slowly she makes very small steps and waddles at a certain speed. She also seems to "walk on ice". There's a kind of gliding effect.
did you use walk mod tweak?

try to modify acceleration to ~0.5
I use different animations for moving\running and I was too lazy to test it on the vanilla...

Phnx wrote on Wed, 22 October 2014 06:35And another thing is she plays the same idle animation over and over again when she's standing still and doesn't alternate between idles anymore.

OK. I'm a do-it-yourself kinda guy so I figured it out. I fixed the gliding by changing the first couple of values back to the originals and the idle pose alternation by changing

HeroLocomotionStateIdleIdle.FeetMatchPoseTolerance = 0.8 back to
HeroLocomotionStateIdleIdle.FootMatchCompareTolerance = 0.8
Yes, I suspect that there some bug with idle animation :(
FeetMatchPoseTolerance vs FootMatchCompareTolerance ?
yea...I remember I was experimenting with this...and forgot that it was the original...
OK, I fixed it
Thanks

Subject: Re: Additional animations for hero
Posted by Phnx on Fri, 24 Oct 2014 13:22:57 GMT
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I was also wondering why you added Debug.ReloadHeroLocomotionStates(to the end of the file. It's not in the vanilla file.

Subject: Re: Additional animations for hero
Posted by Artofeel on Mon, 27 Oct 2014 13:21:43 GMT
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I suspect that some of the stats written to the save file
Maybe I'm wrong
In any case, this function does not cause an error, so..

Subject: Re: Additional animations for hero
Posted by Phnx on Mon, 27 Oct 2014 17:29:28 GMT
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Ah, OK. Thanks for the info.

Subject: Re: Additional animations for hero
Posted by Artofeel on Sun, 16 Nov 2014 18:50:08 GMT
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UPDATE
- now you can move when aiming ranged weapons (added strafe animation)
- added different animation for run, depending on hero fatness
- fixed some typos
- some tunning

* different animation for run will be switched between old one and new, but only when game is reloading (seams like change animation is not possible when game is load)
** when moving with aiming ranged weapon, try to not move forward and then left, it cause a bug, legs will go to left but torso still be directed to the right...

Subject: Re: Additional animations for hero
Posted by donkeymilk on Tue, 17 Feb 2015 19:53:18 GMT
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Thanks for the mod.

Subject: Re: Additional animations for hero
Posted by Artofeel on Wed, 25 Mar 2015 11:56:36 GMT
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updated archive for Catspaw's GFWL emu support

Subject: Re: Additional animations for hero
Posted by TheGeniusSavant on Fri, 11 Sep 2015 14:46:51 GMT
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Thanks for the mod! For some reason, I can strafe when aiming (targeted, using RMB) but not when firing normally. I'm going to try to fix it myself, but I'm REALLY new to this whole thing!

Subject: Re: Additional animations for hero
Posted by TheGeniusSavant on Thu, 17 Sep 2015 17:26:46 GMT
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Well... getting less new to the whole modding thing as fast as I can. I think I figured this out. I believe it has something to do with the target selection for flourishes (you know - how you can target the guy behind you). Now that I am familiar with the mod, it integrates quite smoothly, and I don't find myself wishing for any more!

Thanks again for putting this together!

Subject: Re: Additional animations for hero
Posted by Artofeel on Sat, 19 Sep 2015 08:30:53 GMT
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TheGeniusSavant wrote on Fri, 11 September 2015 20:46but not when firing normally.
in normal behavior, you can't move when firing because is playing animation sequence

Subject: Re: Additional animations for hero
Posted by TheGeniusSavant on Sun, 20 Sep 2015 10:20:40 GMT
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Roger. That's (kinda) what I said.

Thanks for your response, though! I was beginning to think this forum was COMPLETELY dead!