

Adding Oblivion Animations

A Guide for adding animations to existing mods

This is a simple tutorial for adding animation sequences to an existing animation mod. I'm not too good at explaining things, so I'm including screenshots to help show what I'm talking about.

****NOTE****

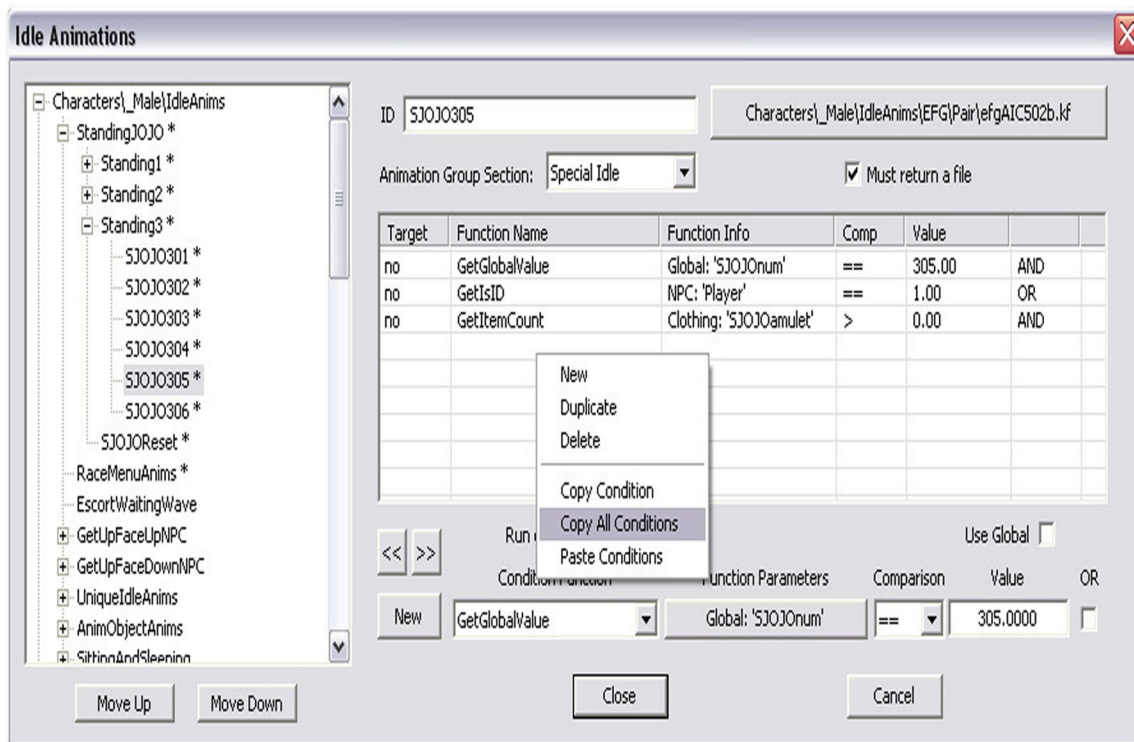
Your lists will more than likely look different from mine, as I have already added some animations to my own installation, but the idea is still the same.

I said it was a simple tutorial, so I'm going to just add one of the pair animations from EFGAddPose (one of the ones that uses a ring to activate it), to the JOJO mod.

Firstly Open the CS, and select the mod you want to add the animation to, make this the active file.

Once it finishes loading, click on Gameplay, and from the drop-down menu choose "Idle animations..."

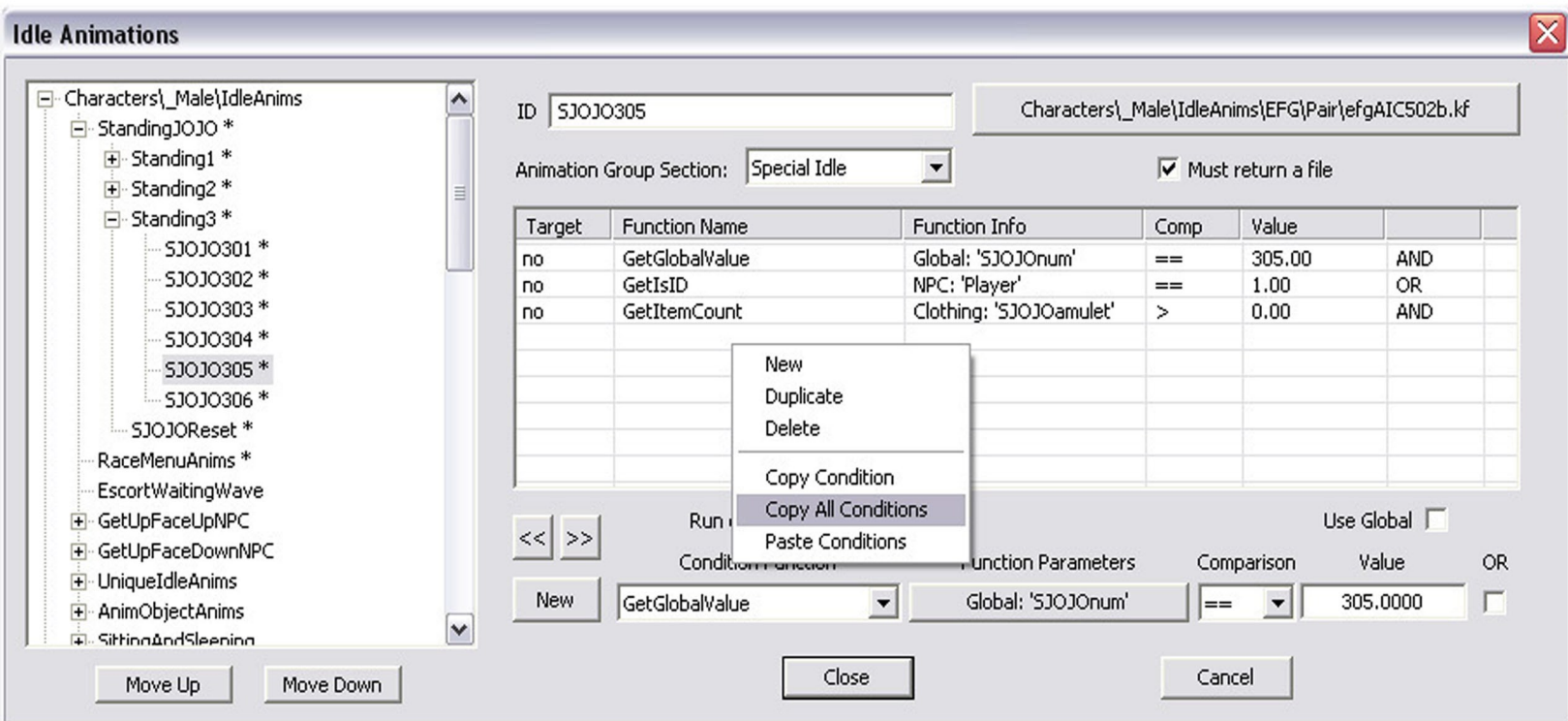
Click on the plus sign next to StandingJOJO* to expand the list, then click on the plus sign next to the sub-category you want the animation to show up in when in-game. Right click on the last entry in the Sub-category, and choose "Insert sibling".



In the right hand side, give the animation the SAME NAME as the others in the list, just change the number to the next consecutive number.
(e.g. if the last entry is StandingJOJO304, yours should be StandingJOJO305).

Click on the button that says "Select Animation File", and navigate to the particular .kf file you wish to use, in this case, I'm adding the efgAIC501b.kf file.

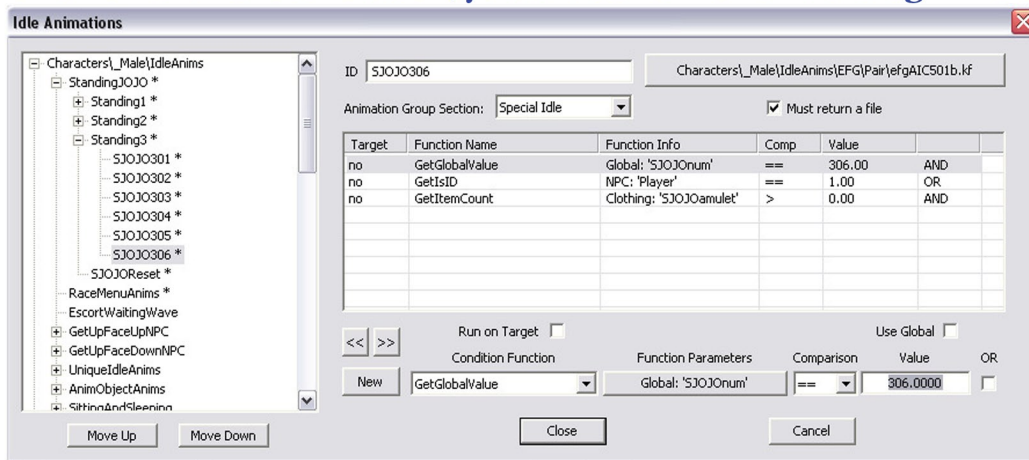
Once you have the file set, the next step is to click on one of the existing animations in the list to get it's data. Right click in the main body of the window of the existing animation, and choose "Copy All Conditions".



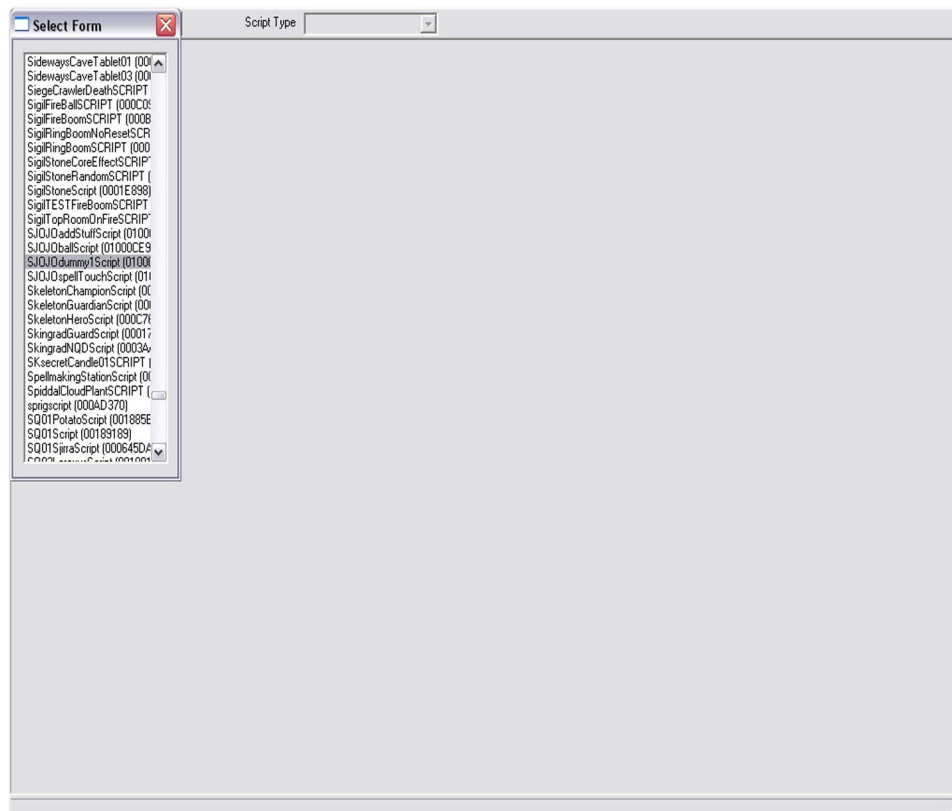
Now, switch back to the one you are adding, and again, right click in the main body, and choose "Paste Conditions".

Click on the "GetGlobalValue" condition, then look near the bottom of the window, you will see the "Value" box, you need to change the value to reflect the same number as the new animation, in this case, the value needs to be 360.0000.

Click on the "Close" button, you are done with this dialog window now.



Now, we need to add the new animation to the script, so once again click on "Gameplay", and choose "Edit Scripts". When the script Editor window opens up, click on the little folder icon, and in this case, find the "SJOJOdummy1script", and double-click on it.



Once the script has loaded, scroll down to where the message boxes are set up, and add the number you gave your animation to the proper page in the script in the same format you see in the Script Editor.

Now Scroll down to where the information for the page you are modifying is displayed, and increase the number of buttons that will be displayed in the in-game dialog box.

Now add a new reference for your new animation in the script like in the following pic:

Click on the little black diskette button in the script editor window to save the script, close the editor window, and save the mod.

That's about it, go in-game and try it out.

EDIT: Thanks for pointing out the incorrect pic Karandras.

This guide was written by Soul Slayer
This PDF file converted by Flucidity

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