

TUTORIAL

Import animations from FPSC Reloaded character on the example „COLONEL X” from SCIFI Model Pack

This tutorial shows how to import animations from FPSC Reloaded character into FPSC Classic character, and use this character in FPSC Reloaded.

What you need:

MENDER 1.5 – it’s free

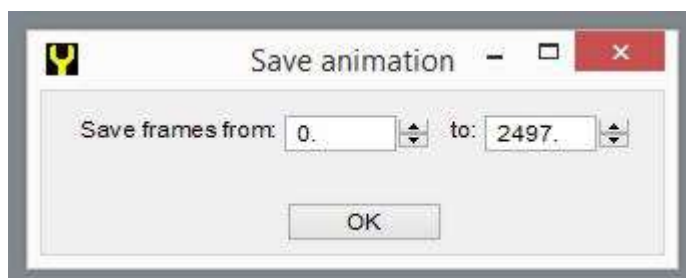
ANIMER 2.2 FRR

„Colonel X” from SCIFI Model Pack – it’s free, you can find it in this folder:

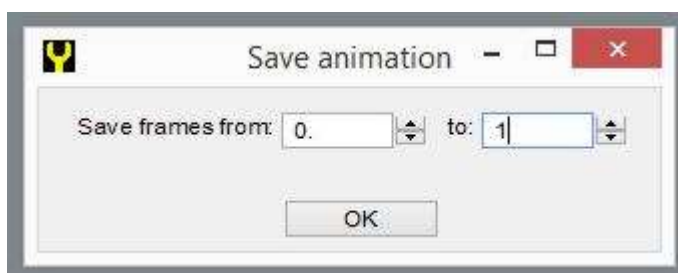
The Game Creators\FPS Creator Free\Files\entitybank\scifi\characters

1. Repairing in MENDER.

Open „Colonel-X.x” from SCIFI Model Pack in MENDER 1.5 and save it as „ColonelX_Mender.x”. You can see this dialog window:



In the updown „to:” type a „1”



If done, press ENTER key and click OK button.

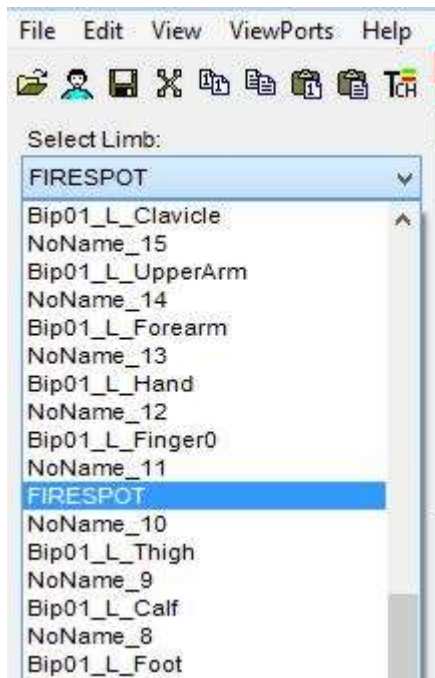
2. Importing animations in ANIMER.

Now, close MENDER 1.5 and open ANIMER 2.2 FRR.

In MENU, click File / Load Character, and select „ColonelX_Mender.x” file.

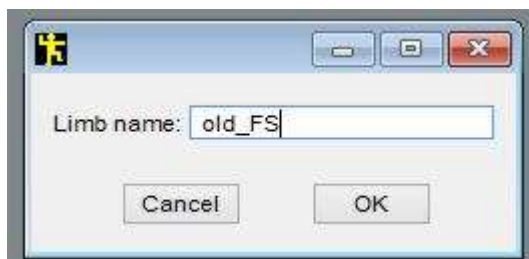
In MENU, click Edit / Texture Character, and select „Col-X_2_D2.dds” file.

In the combobox „Select Limb:” - find and select „FIRESPOT”.



In MENU, click Edit / Rename Selected Limb.

Rename „FIRESPOT” to „old_FS” and click OK button.

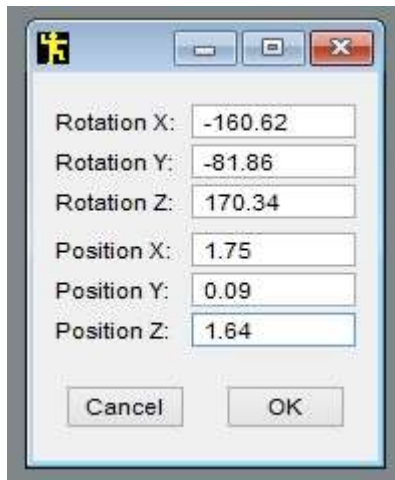


In the combobox „Select Limb:” - find and select „Bip01_R_Hand”.



In MENU, click Edit / Add FIRESHOT.

In the dialog window enter the following values:



In MENU, click File / Import Animations from Reloaded Character, and select „Masked Soldier.X” file. You can find it in this folder:

FPS Creator Reloaded\Files\entitybank\Characters

Attention: This command works only with characters that have biped FPSC skeleton.

Most of the characters from FPSC Model Packs have this skeleton.

In MENU, click File / Export as DirectX.

Save the file as „colonelx.x” in this folder:

FPS Creator Reloaded\Files\entitybank\Characters

3. Importing character into FPSC Reloaded.

Copy „Col-X_2_D2.dds” file from folder:

The Game Creators\FPS Creator Free\Files\entitybank\scifi\characters

to folder:

FPS Creator Reloaded\Files\entitybank\Characters

Rename the file „Col-X_2_D2.dds” to „colonelx_d.dds”

Copy „Colonel X (Shot Gun).bmp” file from folder:

The Game Creators\FPS Creator Free\Files\entitybank\scifi\characters

to folder:

FPS Creator Reloaded\Files\entitybank\Characters

Rename the file „Colonel X (Shot Gun).bmp” to „colonelx.bmp”

Copy „Masked Soldier.fpe” file from folder:

FPS Creator Reloaded\Files\entitybank\Characters

rename it to „colonelx.fpe” and paste it into the same folder.

Open „colonelx.fpe” file in NOTEPAD, and edit the following items:
in place of „desc = Masked Soldier” type a „desc = Colonel X”
in place of „textured = reloaded2_d.dds” type a „textured = colonelx_d.dds”
in place of „model = masked soldier.X” type a „model = colonelx.X”
Save „colonel.fpe” file.

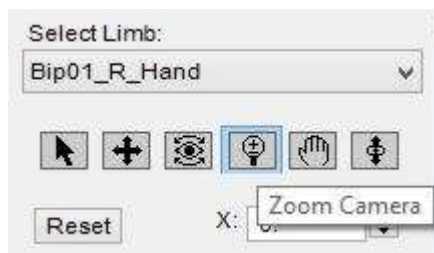
Now, you can run FPSC Reloaded and try your new character „Colonel X”.



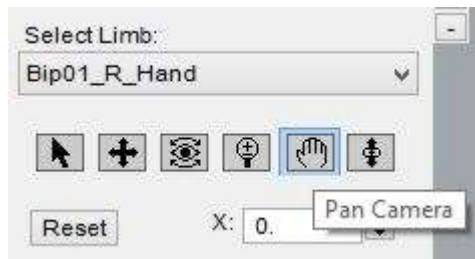
Because Colonel X and Masked Soldier have different meshes, imported animations require corrections. For example you can see that the gun is not exactly in the hand. In the next step we fix it.
Go back to ANIMER 2.2 FRR.

4. Correcting animations.

Click „Zoom Camera” button, and zoom a character.



Click „Pan Camera” button, and move a camera so that the whole character is visible.



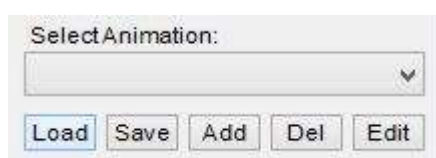
You should see this:



Click button „Hide limbs symbols”:

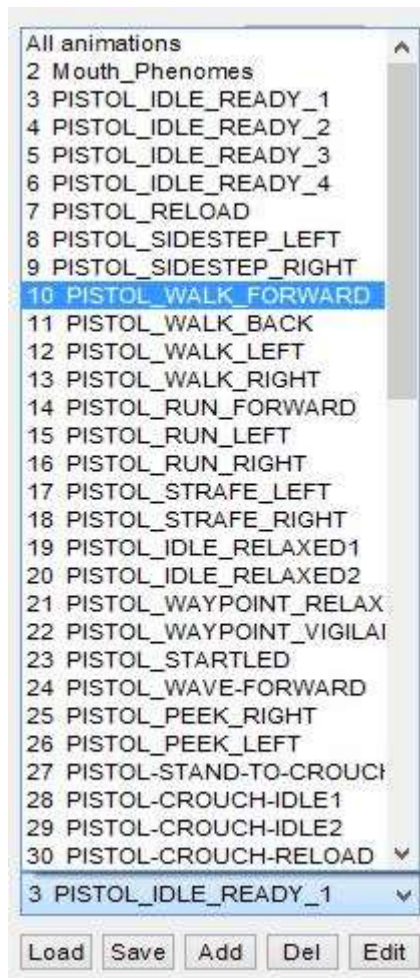


Now, we will load animations specification for FPSC Reloaded.
Click button „Load”.



And select „anim_spec_FPSCR.spn” file in ANIMER folder.

Now, in the combobox „Select Animation:”, you can select one of the animation and click the button „PLAY”.



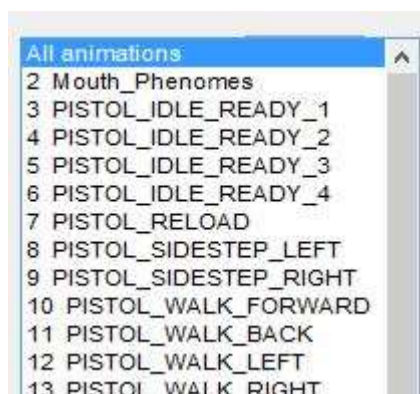
STOP animation, in MENU click Edit / Glue Gun to FIRESHOT, select „VWEAP.X” file from folder:

FPS Creator Reloaded\Files\gamecore\guns\modern\colt1911

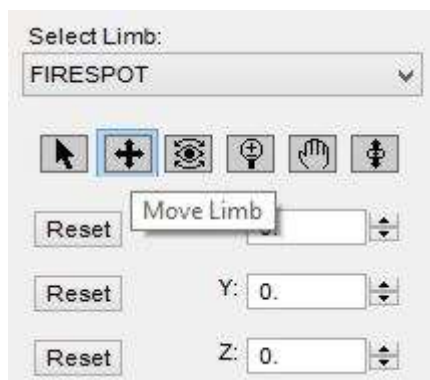
Now, you can see that Colonel X is holding a gun.

We will fix the gun position in the all animations.

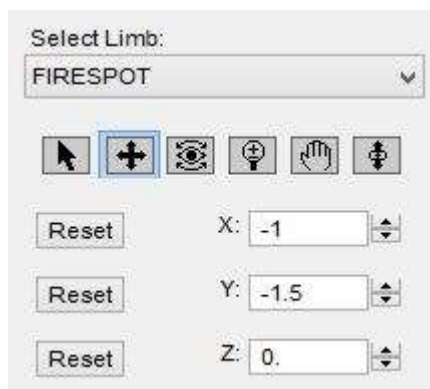
In the combobox „Select Animation:” - select „All animations”.



In the combobox „Select Limb:” – select FIRESPTOT.
Click button „Move Limb”.



In the updowns „X:” and „Y:” type the following values:



After typing each value press ENTER key.

In MENU click Edit / Apply to Frames.
FIRESPTOT will be moved in all frames (from 0 to 5999).

Now, you can select in the combobox „Select Animation:”, one of the PISTOL animations, and click the button PLAY.

If you are happy with the result, you can export the character.

In MENU click File / Export as DirectX.
Save the file as „colonelx.x” in this folder:
FPS Creator Reloaded\Files\entitybank\Characters

Go to the folder:
FPS Creator Reloaded\Files\entitybank\Characters
Delete „colonelx.dbo” file.

Now, you can run FPSC Reloaded and try the corrected character.

