

CAH als Standardheld einbinden

Dieses Tutorial umfasst eine einfache Variante der Einbindung eines CAH als Standardheld in das Spiel. Hierbei wird nur der Rohbau hergestellt, die Feinarbeit, sei es Fähigkeiten, Herolcon etc, könnt ihr in diversen anderen Tutorials nachlesen. Im Endeffekt kommt es darauf an, wie ihr die Grundelemente eines CAH (Create a Hero) einbinden möchtet. Man kann die Elemente als Einheit oder Held umsetzen, sofern gewisse Bedingungen erfüllt sind. Voraussetzung für dieses Tutorial sind Grundkenntnisse im Bereich des Codings, ein funktionierendes *GMAX* mit den Plugins *RENX* und dem *w3d coolfile Importer*.

Ihr benötigt hierfür nur eine eigen erstellte INI für den Held/Einheit.

Als erstes erstellt ihr eure eigene INI und kopiert übersichtweise die gesamten Einträge aus der *aragorn.ini* in eure eigene. Nun beginnt ihr den Objectnamen, Sounds, Fähigkeiten, Herolcons, Portrait etc euren Wünschen entsprechend zu ändern/einzubauen.

Den gesamten Abschnitt der Animationen und des Grundmodels (Ab DRAW bis zum letzten END) löscht ihr und fügt folgendes ein:

```
Draw = W3DScriptedModelDraw ModuleTag_DRAW

    DefaultModelState
        Model = CHSS_TL_U_SKN
        Skeleton = CHSS_TL_U_SKL
        ModelAnimationPrefix = CHSS_TL
    End

//----- DYING
-----

// --- Flying through the air.
AnimationState = STUNNED_FLAILING WEAPONSET_TOGGLE_1
    StateName = STATE_Bow
    Animation
        AnimationName = #(MODEL)_B_FLYA
        AnimationMode = LOOP
    End
    Flags = RANDOMSTART
End

AnimationState = STUNNED_FLAILING
    StateName = STATE_Sword
    Animation
        AnimationName = #(MODEL)_U_FLYA
        AnimationMode = LOOP
    End
    Flags = RANDOMSTART
End

// --- Dying anims
AnimationState = DYING SPLATTED WEAPONSET_TOGGLE_1
    StateName = STATE_Bow
    Animation
        AnimationName = #(MODEL)_B_LNDA
        AnimationMode = ONCE
    End
End

AnimationState = DYING SPLATTED
```

```

        StateName          = STATE_Sword
        Animation
            AnimationName   = #(MODEL)_U_LNDA
            AnimationMode    = ONCE
        End
    End

AnimationState          = DYING WEAPONSET_TOGGLE_1 //WEAPONSTATE_CLOSE_RANGE
    StateName           = STATE_Bow
    Animation
        AnimationName     = #(MODEL)_B_DIEA
        AnimationMode      = ONCE
    End
End

AnimationState          = DYING
    StateName           = STATE_Sword
    Animation
        AnimationName     = #(MODEL)_U_DIEA
        AnimationMode      = ONCE
    End
    Animation           = GUHero_DIEB
        AnimationName     = #(MODEL)_U_DIEB
        AnimationMode      = ONCE
    End
End

// --- Stunned anims

AnimationState          = STUNNED_STANDING_UP WEAPONSET_TOGGLE_1
    StateName           = STATE_Bow
    Animation
        AnimationName     = #(MODEL)_B_GTPA
        AnimationMode      = ONCE
        AnimationSpeedFactorRange = 1.5 1.5
    End
End

AnimationState          = STUNNED_STANDING_UP
    StateName           = STATE_Sword
    Animation
        AnimationName     = #(MODEL)_U_GTPA
        AnimationMode      = ONCE
        AnimationSpeedFactorRange = 1.5 1.5
    End
End

AnimationState          = STUNNED WEAPONSET_TOGGLE_1
    StateName           = STATE_Bow
    Animation
        AnimationName     = #(MODEL)_B_LNDA
        AnimationMode      = ONCE
    End
End

AnimationState          = STUNNED

```

```

        StateName          = STATE_Sword
        Animation          = GUHero_LNDA
            AnimationName   = #(MODEL)_U_LNDA
            AnimationMode   = ONCE
        End
    End
End

//----- SPECIAL POWER ANIMS -----

// RAIN OF ARROWS SPECIAL POWER //
AnimationState          = PACKING_TYPE_1 WEAPONSET_TOGGLE_1
    StateName           = rainofarrows
    Animation
        AnimationName    = #(MODEL)_B_ATKA2
        AnimationMode     = LOOP
    End
//          FXEvent      = Frame:6      Name: FX_SarumanDominateAtSelf
End

// DOMINATE SPECIAL POWER //
AnimationState          = PACKING_TYPE_1
    StateName           = Curse
    Animation
        AnimationName    = #(MODEL)_U_LVL4
        AnimationMode     = ONCE
    End
//          FXEvent      = Frame:6      Name: FX_SarumanDominateAtSelf
End

// TELEPORT SPECIAL POWER //
AnimationState          = PACKING_TYPE_3
    StateName           = Curse
    Animation
        AnimationName    = #(MODEL)_U_SPCA
        AnimationMode     = ONCE
    End
//          FXEvent      = Frame:6      Name: FX_SarumanDominateAtSelf
End

//----- Wound Arrow anim
AnimationState          = SPECIAL_WEAPON_TWO
    StateName = STATE_Bow
    Animation
        AnimationName    = #(MODEL)_U_SPCL #(MODEL)_U_ATKC
        AnimationMode     = ONCE
    End
    FrameForPristineBonePositions = 59
    BeginScript
        CurDrawableShowSubObject("arrow")
    EndScript
End

//----- ATTACKING
-----
// Attacking Anims [Weapon_A]

```

```

//      AnimationState      = MOVING_WEAPONSET_TOGGLE_1
FIRING_OR_PREATTACK_A
//      Animation           = TrotAndFire
//      AnimationName       = #(MODEL)_U_ATRA
//      AnimationMode       = LOOP
//      End
//      Flags               = RANDOMSTART
//      StateName = RunAndSwing
//      End
//
//      AnimationState      = FIRING_OR_PREATTACK_A_WEAPONSET_TOGGLE_1
//      StateName           = STATE_Sword
//
//      Animation           = ATKD
//      AnimationName       = #(MODEL)_U_ATKD
//      AnimationMode       = ONCE
//      UseWeaponTiming     = Yes
//      AnimationSpeedFactorRange = 1.149 1.149
//      End
//
//      Animation           = ATKE
//      AnimationName       = #(MODEL)_U_ATKE
//      AnimationMode       = ONCE
//      UseWeaponTiming     = Yes
//      AnimationSpeedFactorRange = 1.149 1.149
//      End
//
//      Animation           = ATKF
//      AnimationName       = #(MODEL)_U_ATKF
//      AnimationMode       = ONCE
//      AnimationSpeedFactorRange = 1.47 1.47
//      End
//      Flags               = RESTART_ANIM_WHEN_COMPLETE
//      // FrameForPristineBonePositions = 59
//      BeginScript
//      Prev = CurDrawablePrevAnimationState()
//      if Prev == "STATE_Bow" then
CurDrawableSetTransitionAnimState("TRANS_BowToSword") end
//      EndScript
//      End

```

```
//----- MOVING
```

```

-----
      AnimationState      = MOVING_USER_4           // Moving
slaughter
      StateName           = Slaughter
      Flags               = RANDOMSTART
//ParticleSysBone       = None InfantryDustTrails
      Animation           = GUHero_ATKE
      AnimationName       = #(MODEL)_U_ATKE
      AnimationMode       = LOOP
      End
      StateName           = NoSword
      BeginScript
      Prev = CurDrawablePrevAnimationState()
      if Prev == "Sword" then

```

```

CurDrawableSetTransitionAnimState("TRANS_SwordToBow") end
    EndScript
End

    //--- Running with bow
    AnimationState = MOVING WEAPONSET_TOGGLE_1
//WEAPONSTATE_CLOSE_RANGE
    StateName = STATE_RunningBow
    Flags = RANDOMSTART
    //ParticleSysBone = None InfantryDustTrails
    Animation
        AnimationName = #(MODEL)_B_RUNA
//        AnimationMode = LOOP
        AnimationSpeedFactorRange = 0.85 0.85
//        Distance = 28
    End
    BeginScript
        Prev = CurDrawablePrevAnimationState()
        if Prev == "STATE_Sword" then
CurDrawableSetTransitionAnimState("TRANS_SwordToBow") end
        if Prev == "STATE_RunningSword" then
CurDrawableSetTransitionAnimState("TRANS_SwordToBow_Running") end
        if Prev == "STATE_Rappelling" then
CurDrawableSetTransitionAnimState("Trans_RappellingToRunning_WeaponToggle")
return end
        EndScript
    End

    //--- Running with sword
    AnimationState = MOVING
    StateName = STATE_RunningSword
    Flags = RANDOMSTART
    //ParticleSysBone = None InfantryDustTrails
    Animation
        AnimationName = #(MODEL)_U_RUNA
//        AnimationMode = LOOP
        AnimationSpeedFactorRange = 0.85 0.85
//        Distance = 28
    End
    BeginScript
        Prev = CurDrawablePrevAnimationState()
        if Prev == "STATE_Bow" then
CurDrawableSetTransitionAnimState("TRANS_BowToSword") end
        if Prev == "STATE_RunningBow" then
CurDrawableSetTransitionAnimState("TRANS_BowToSword_Running") end
        if Prev == "STATE_Rappelling" then
CurDrawableSetTransitionAnimState("Trans_RappellingToRunning") return end
        EndScript
    End

    //-----
    //New style firing with bow
    AnimationState = PREATTACK_A WEAPONSET_TOGGLE_1
    StateName = STATE_Firing
    Animation = ReadyToDrawn
        AnimationName = #(MODEL)_B_ATK1
        AnimationMode = ONCE
//        UseWeaponTiming = Yes //

```

```

UseWeaponTiming plus random weapon field equals desync. Leaving as warning
//AnimationBlendTime = 10
End
End

AnimationState = FIRING_OR_RELOADING_A
WEAPONSET_TOGGLE_1
StateName = STATE_Firing
Animation = LooseReloadDraw
AnimationName = #(MODEL)_B_ATKA2
AnimationMode = ONCE
// UseWeaponTiming = Yes //
UseWeaponTiming plus random weapon field equals desync. Leaving as warning
AnimationSpeedFactorRange = 1.1 1.1 // Therefore, this is
all you get. A slight speed up so that the animation can always finish before any
possible random value Design sets the range for
//AnimationBlendTime = 10
End
End
//-----End New style firing

AnimationState = CONTINUOUS_FIRE_MEAN
WEAPONSET_TOGGLE_1
Animation = HangFrameWhileCoasting
AnimationName = #(MODEL)_B_ATKA2
AnimationMode = MANUAL
End
End

//AnimationState = CONTINUOUS_FIRE_SLOW
WEAPONSET_TOGGLE_1
// //StateName = STATE_Idle_Bow
// Animation = PutAwayArrow
// AnimationName = #(MODEL)_U_ATKA3
// AnimationMode = ONCE
// End
//End

//End New style firing
//-----

AnimationState = FIRING_OR_PREATTACK_A // Melee attack.
Animation
AnimationName = #(MODEL)_U_ATKA1 #(MODEL)_U_ATKA
#(MODEL)_U_ATKB
AnimationMode = ONCE
UseWeaponTiming = Yes
End
End

//----- HIT REACTIONS
-----

// this hit animation attack stance
AnimationState = EMOTION_ALERT HIT_REACTION WEAPONSET_TOGGLE_1
Animation

```

```

        AnimationName = #(MODEL)_B_HITA
        AnimationMode = ONCE
    End
End

AnimationState = HIT_REACTION WEAPONSET_TOGGLE_1
    Animation
        AnimationName = #(MODEL)_B_HITA
        AnimationMode = ONCE
    End
End

AnimationState = HIT_REACTION
    Animation
        AnimationName = #(MODEL)_U_HITA
        AnimationMode = ONCE
    End
End

//----- SPECIAL POWERS
-----

    AnimationState                = SPECIAL_POWER_1
; Aragorn shouting Elendil anim
    StateName                    = STATE_ready
    Animation
        AnimationName            = #(MODEL)_U_SPCA
        AnimationMode            = ONCE
    End
    ParticleSysBone              = B_SWORDBONE ElendilFlare
FollowBone:yes
    ParticleSysBone              = B_SWORDBONE ElendilSwordFlare
FollowBone:yes
;    FXEvent                    = Name: FX_ElendilGlowEvent
    End

// WORD OF POWER ANIMS ON FOOT //
AnimationState                  = SPECIAL_WEAPON_ONE
    StateName                    = Attacking
    Animation
        AnimationName            = #(MODEL)_U_SPCA
        AnimationMode            = ONCE
    End
//FXEvent                      = Frame:5
Name:FX_GandalfPreAttackBlast
    End

// WIZARD BLAST ANIMS MOUNTED //
AnimationState                  = SPECIAL_WEAPON_TWO MOUNTED
    StateName                    = Attacking
    Animation
        AnimationName            = #(MODEL)_U_SPLD #(MODEL)_U_ATKA
        AnimationMode            = ONCE
    End
End

// WIZARD BLAST ANIMS ON FOOT //
AnimationState                  = SPECIAL_WEAPON_TWO

```

```

        StateName          =    Attacking
        Animation
            AnimationName =    #(MODEL)_U_SPCB #(MODEL)_U_ATKA
            AnimationMode =    ONCE
        End
    End

    //    ISTAR LIGHT STAFF WEAPON MOUNTED //
    AnimationState        =    SPECIAL_WEAPON_THREE MOUNTED    //
FIRING_OR_PREATTACK_C
        StateName          =    Attacking
        Animation          =    StaffLaser
            AnimationName =    #(MODEL)_U_SPCD #(MODEL)_U_ATKA
            AnimationMode =    ONCE
        End
        FXEvent            =    Frame:30 Name:FX_GandalfStaffFlare
    End

    //    ISTAR LIGHT STAFF WEAPON ON FOOT //
    AnimationState        =    SPECIAL_WEAPON_THREE //
FIRING_OR_PREATTACK_C
        StateName          =    Attacking
        Animation          =    StaffLaser
            AnimationName =    #(MODEL)_U_SPCE #(MODEL)_U_ATKA//
isitari's light?
            AnimationMode =    ONCE
        End
        FXEvent            =    Frame:30 Name:FX_GandalfStaffFlare
    End

; Throwing and cripple strike
AnimationState          =    SPECIAL_WEAPON_FOUR
    StateName            =    Attacking
    Animation
        AnimationName =    #(MODEL)_U_SPCD
        AnimationMode =    ONCE
    End
    FrameForPristineBonePositions    =    44
End

AnimationState          =    SPECIAL_WEAPON_FIVE
    StateName            =    Attacking
    Animation
        AnimationName =    #(MODEL)_U_SPCE
        AnimationMode =    ONCE
    End
End

AnimationState          =    SPECIAL_WEAPON_SIX
    StateName            =    Attacking
    Animation
        AnimationName =    #(MODEL)_U_SPCF
        AnimationMode =    ONCE
    End
End

//    Special Power 1
AnimationState          =    PACKING_TYPE_1 UNPACKING

```



```

        StateName          =    Attacking
        Animation          =    LightningSwordStart
            AnimationName =    #(MODEL)_U_SPCC #(MODEL)_U_ATKA
            AnimationMode =    ONCE
        End
        FXEvent            =    Frame:14
//      FXEvent            =    Frame:70
Name:FX_GandalfLightningFizzle
        FXEvent            =    Frame:14
    End

    AnimationState        =    PACKING_TYPE_1 PREPARING
        StateName          =    Attacking
        Animation          =    LightningSwordLoop
            AnimationName =    #(MODEL)_U_SPCA #(MODEL)_U_ATKA
            AnimationMode =    LOOP
        End
    End

    AnimationState        =    PACKING_TYPE_1 PACKING
        StateName          =    Attacking
        Animation          =    LightningSwordPutAway
            AnimationName =    #(MODEL)_U_SPCB #(MODEL)_U_ATKA
            AnimationMode =    ONCE
        End
    End

//      Special Power 2
    AnimationState        =    PACKING_TYPE_2 UNPACKING
        StateName          =    Attacking
        Animation          =    LightningSwordStart
            AnimationName =    #(MODEL)_U_SPCC #(MODEL)_U_ATKA
            AnimationMode =    ONCE
        End
        FXEvent            =    Frame:14
Name:FX_CreateAHeroLightningCharge
//      FXEvent            =    Frame:70
Name:FX_GandalfLightningFizzle
        FXEvent            =    Frame:14 Name:FX_GandalfLightningSword
FrameStop:70
    End

    AnimationState        =    PACKING_TYPE_2 PREPARING
        StateName          =    Attacking
        Animation          =    LightningSwordLoop
            AnimationName =    #(MODEL)_U_SPCA #(MODEL)_U_ATKA
            AnimationMode =    LOOP
        End
    End

    AnimationState        =    PACKING_TYPE_2 PACKING
        StateName          =    Attacking
        Animation          =    LightningSwordPutAway
            AnimationName =    #(MODEL)_U_SPCB #(MODEL)_U_ATKA
            AnimationMode =    ONCE
        End
    End

```

```

//----- Captain of Gondor - Sword
-----
    AnimationState      = PACKING_TYPE_2 WEAPONSET_TOGGLE_1
    StateName           = CaptainPower
    Animation           = GUHero_CHRC
        AnimationName    = #(MODEL)_U_CHRC
        AnimationMode    = ONCE
        AnimationSpeedFactorRange = 1.2 1.2
    End
End

//----- Captain of Gondor - Bow
-----
    AnimationState      = PACKING_TYPE_2
    StateName           = STATE_CaptainBow
    Animation           = GUHero_CHRD
        AnimationName    = #(MODEL)_U_SPCE #(MODEL)_U_SPCA
#(MODEL)_U_CHRD
        AnimationMode    = ONCE
//
        AnimationSpeedFactorRange = 0.75 0.75
    End
End

// Special Power 3
    AnimationState      = PACKING_TYPE_3 UNPACKING
    StateName           = Attacking
    Animation           = LightningSwordStart
        AnimationName    = #(MODEL)_U_SPCC #(MODEL)_U_ATKA
        AnimationMode    = ONCE
    End
    FXEvent             = Frame:14
Name:FX_CreateAHeroLightningCharge
//
    FXEvent             = Frame:70
Name:FX_GandalfLightningFizzle
    FXEvent             = Frame:14 Name:FX_GandalfLightningSword
FrameStop:70
    End

    AnimationState      = PACKING_TYPE_3 PREPARING
    StateName           = Attacking
    Animation           = LightningSwordLoop
        AnimationName    = #(MODEL)_U_SPCA #(MODEL)_U_ATKA
        AnimationMode    = LOOP
    End
End

    AnimationState      = PACKING_TYPE_3 PACKING
    StateName           = Attacking
    Animation           = LightningSwordPutAway
        AnimationName    = #(MODEL)_U_SPCB #(MODEL)_U_ATKA
        AnimationMode    = ONCE
    End
End

// Special Power 4
    AnimationState      = PACKING_TYPE_4 UNPACKING
    Animation

```

```

        AnimationName = # (MODEL)_U_SPCA
        AnimationMode = ONCE
    End
End

AnimationState = PACKING_TYPE_4 PREPARING
    Animation
        AnimationName = # (MODEL)_U_SPCA
        AnimationMode = ONCE
    End
End

AnimationState = PACKING_TYPE_4 PACKING
    Animation
        AnimationName = # (MODEL)_U_SPCA
        AnimationMode = ONCE
    End
End

// Special Power 5

// AnimationState = PACKING_TYPE_5 UNPACKING
WEAPONSET_TOGGLE_1
// Animation
// AnimationName = # (MODEL)_B_SPCB
// AnimationMode = ONCE
// End
// End
//
// AnimationState = PACKING_TYPE_5 PREPARING
WEAPONSET_TOGGLE_1
// Animation
// AnimationName = # (MODEL)_B_SPCB
// AnimationMode = ONCE
// End
// End

AnimationState = PACKING_TYPE_5 PACKING WEAPONSET_TOGGLE_1
    Animation
        AnimationName = # (MODEL)_B_SPCB
        AnimationMode = ONCE
        AnimationSpeedFactorRange = 0.7333 0.7333
    End
End

// AnimationState = PACKING_TYPE_5 UNPACKING
// Animation
// AnimationName = # (MODEL)_U_SPCB
// AnimationMode = ONCE
// End
// End
//
// AnimationState = PACKING_TYPE_5 PREPARING
// Animation
// AnimationName = # (MODEL)_U_SPCB
// AnimationMode = ONCE
// End
// End

```

```

AnimationState          =    PACKING_TYPE_5 PACKING
    Animation
        AnimationName =    #(MODEL)_U_SPCB
        AnimationMode =    ONCE
    End
End

//    Special Power 6
//    AnimationState      =    PACKING_TYPE_6 UNPACKING
//    Animation
//        AnimationName =    #(MODEL)_U_SPCD
//        AnimationMode =    ONCE
//    End
//    End
//
//    AnimationState      =    PACKING_TYPE_6 PREPARING
//    Animation
//        AnimationName =    #(MODEL)_U_SPCD
//        AnimationMode =    ONCE
//    End
//    End

AnimationState          =    PACKING_TYPE_6 PACKING
    Animation
        AnimationName =    #(MODEL)_U_SPCD
        AnimationMode =    ONCE
    End
End

//===== LEVELED
AnimationState          =    LEVELED WEAPONSET_TOGGLE_1    // This
state clears itself in 3 seconds
    Animation            =    LevelUp
        AnimationName    =    #(MODEL)_B_CHRA #(MODEL)_B_LVLA
        AnimationMode    =    ONCE
    End
End

AnimationState          =    LEVELED    // This
state clears itself in 3 seconds
    Animation            =    LevelUp
        AnimationName    =    #(MODEL)_U_CHRA #(MODEL)_U_LVLA
        AnimationMode    =    ONCE
    End
End

//----- EMOTIONS
-----

// cheer, mounted
AnimationState          =    EMOTION_CELEBRATING MOUNTED
    Animation
        AnimationName    =    #(MODEL)_M_CHRA #(MODEL)_M_IRFA

```

```

        AnimationMode = ONCE
    End
    Flags = RESTART_ANIM_WHEN_COMPLETE
End

    // cheer, w/ bow on foot
    AnimationState = EMOTION_CELEBRATING
WEAPONSET_TOGGLE_1
    Animation
        AnimationName = #(MODEL)_B_CHRA
        AnimationMode = ONCE
    End
    Flags = RESTART_ANIM_WHEN_COMPLETE
End

    // cheer, on foot
    AnimationState = EMOTION_CELEBRATING
    Animation CHRA
        AnimationName = #(MODEL)_U_CHRA #(MODEL)_U_TNTA
        AnimationMode = ONCE
    End
    Animation CHRБ
        AnimationName = #(MODEL)_U_CHRB #(MODEL)_U_CHRA
#(MODEL)_U_TNTA
        AnimationMode = ONCE
    End
    Flags = RESTART_ANIM_WHEN_COMPLETE
End

    // taunt, mounted
    AnimationState = EMOTION_TAUNTING MOUNTED
    Animation
        AnimationName = #(MODEL)_M_TNTA #(MODEL)_M_IRFA
        AnimationMode = ONCE
    End
    Flags = RESTART_ANIM_WHEN_COMPLETE
End

    // taunt, w/ bow on foot
    AnimationState = EMOTION_TAUNTING WEAPONSET_TOGGLE_1
    Animation
        AnimationName = #(MODEL)_B_TNTA
        AnimationMode = ONCE
    End
    Flags = RESTART_ANIM_WHEN_COMPLETE
End

    // taunt, on foot
    AnimationState = EMOTION_TAUNTING
    Animation CHRA
        AnimationName = #(MODEL)_U_TNTA
        AnimationMode = ONCE
    End
    Animation CHRБ
        AnimationName = #(MODEL)_U_TNTB #(MODEL)_U_TNTA
        AnimationMode = ONCE
    End
    Flags = RESTART_ANIM_WHEN_COMPLETE

```

```

        End

// Animation
//     AnimationName           = RUMerry_CHRA
//     AnimationMode           = ONCE
// End
// Animation
//     AnimationName           = RUMerry_CHRB
//     AnimationMode           = ONCE
// End
// Flags                       = RESTART_ANIM_WHEN_COMPLETE
// End
//
// AnimationState               = EMOTION_TAUNTING
// Animation
//     AnimationName           = RUMerry_TNTB
//     AnimationMode           = LOOP
// End
// End
//
// AnimationState               = EMOTION_ALERT WEAPONSET_TOGGLE_1
// StateName                    = STATE_Ready_Rocks
// Animation                     = IDLA
//     AnimationName           = RUMerry_IDLA
//     AnimationMode           = LOOP
// End
// End
// AnimationState               = EMOTION_ALERT
// StateName                    = STATE_Ready_Sword
// Animation                     = IDLB
//     AnimationName           = RUMerry_IDLB
//     AnimationMode           = LOOP
// End
// End

//===== ENGAGED
// AnimationState               = ENGAGED
// StateName                    = STATE_ready
// Animation
//     AnimationName           = #(MODEL)_U_IDLA
//     AnimationMode           = ONCE
// End
// End

// --- Idle Toggled
// AnimationState               = WEAPONSET_TOGGLE_1
// StateName                    = STATE_Idle_Bow
// Animation
//     AnimationName           = #(MODEL)_B_IDLA
//     AnimationPriority        = 20
//     AnimationMode           = ONCE
//     AnimationBlendTime      = 15
// End
// Flags                       = RESTART_ANIM_WHEN_COMPLETE
// BeginScript
//     Prev = CurDrawablePrevAnimationState()

```

```

        if Prev == "STATE_Idle_Sword" then
CurDrawableSetTransitionAnimState("TRANS_SwordToBow") end
        EndScript
    End

    IdleAnimationState
        StateName                = STATE_Idle_Sword
        Animation = Foot_IDLB // Bored Idle
            AnimationName        = #(MODEL)_U_IDLB
            AnimationMode        = ONCE
            AnimationPriority     = 20
        End
        Animation = Foot_IDLC // Bored Fidget
            AnimationName        = #(MODEL)_U_IBFA
            AnimationMode        = ONCE
            AnimationPriority     = 2
        End
        //Animation = Foot_IDLD // Bored Fidget
        // AnimationName        = #(MODEL)_U_IBFB
        // AnimationMode        = ONCE
        // AnimationPriority     = 1
        //End

    BeginScript
        CurDrawableHideSubObject("arrow")
        Prev = CurDrawablePrevAnimationState()
        if Prev == "STATE_Selected_Sword" then
CurDrawableSetTransitionAnimState("TRANS_SelectedToBoredSword") end
            if Prev == "STATE_Idle_Bow" then
CurDrawableSetTransitionAnimState("TRANS_BowToSword") end
        EndScript
    End

    //---transitions-----

    TransitionState = TRANS_BoredToSelectedSword
    // Once we have proper animations for enter -> idle -> exit, fix this
    properly.
        Animation = ANTD
            AnimationName        = #(MODEL)_U_ATNA #(MODEL)_U_ATND
#(MODEL)_U_IDLA
            AnimationMode        = ONCE
        End
    End

    TransitionState = TRANS_SelectedToBoredSword
        Animation                = ATNF
            AnimationName        = #(MODEL)_U_ATNC #(MODEL)_U_ATNF
#(MODEL)_U_ATNE
            AnimationMode        = ONCE
        End
    End

    TransitionState = TRANS_BoredToSelectedBow
        Animation = ATNC
            AnimationName        = #(MODEL)_U_ATNF #(MODEL)_U_ATNE
            AnimationMode        = ONCE

```

```

    End
End

TransitionState = TRANS_CaptainBowToSelectedBow
  Animation = ATNC
    AnimationName      = #(MODEL)_U_ATNF
    AnimationMode      = ONCE
    AnimationBlendTime = 10
    AnimationSpeedFactorRange = 1.5 1.5
  End
End

TransitionState = TRANS_SelectedToBoredBow
  Animation      = ATNA
    AnimationName = #(MODEL)_U_ATNF
    AnimationMode = ONCE
  End
End

TransitionState      = TRANS_BowToSword
  Animation           = CUHero_STHA
    AnimationName     = #(MODEL)_B_STHA
    AnimationMode     = ONCE
  End
End

TransitionState      = TRANS_SwordToBow
  Animation           = CUHero_STHB
    AnimationName     = #(MODEL)_U_STHA
    AnimationMode     = ONCE
  End
End

TransitionState      = TRANS_BowToSword_Running
  Animation           = DrawSwords
    AnimationName     = #(MODEL)_B_STHB
    AnimationMode     = ONCE
  End
End

TransitionState      = TRANS_SwordToBow_Running
  Animation           = DrawBow
    AnimationName     = #(MODEL)_U_STHB
    AnimationMode     = ONCE
  End
End

End

DefaultModelConditionState
  Model = CHSS_TL_U_SKN
  Skeleton = CHSS_TL_U_SKL
  ModelAnimationPrefix = CHSS_TL
End

```

Dieser Abschnitt ist der ausschlaggebende Bereich. Hierbei wird das Model, zugehörige SKL und Prefix

angegeben. Der Animationsabschnitt beinhaltet alle Definitionen der CAH-Modelle und wird durch das angegebene Prefix + SKL gefüllt. Eure einzige Aufgabe hierbei lautet: Sucht euer gewünschtes CAH-Model (dafür solltet ihr wissen, wie es heißt) und ändert hier den Parametern entsprechend. TIP: Alle CAH-Modelle + SKL sind unter CH in der w3d.big zu finden. exportiert hierbei jeweils das SKN und SKL eines CAH-Abschnitts, importiert es in RENX und kontrolliert, ob es das gewünschte CAH-Model ist.

Nun fehlt es nur noch das hidden der CAH-Subobjects, damit wir keinen unförmigen Klumpen ingame erhalten.

Füllt hierbei diesen Code unten in die INI des Helden/Einheit:

```

Behavior = SubObjectsUpgrade ModuleTag_MakingTheCAH
    TriggeredBy = Upgrade_IsengardFaction Upgrade_MordorFaction
Upgrade_WildFaction Upgrade_MenFaction Upgrade_ElfFaction Upgrade_DwarfFaction
Upgrade_AllFactionUpgrade
    HideSubObjects = BOOT_01 SLDR_06 HLMT_08 GNLT_10 CHEST_01 GNLT_01
GNLT_02 GNLT_03 GNLT_04 HLMT_01 HLMT_02 SLDR_01 SLDR_02 SLDR_03 SLDR_04
TROLLHAMMER TROLLTREE CLUB_01 HMR_02 TROLLMACE
End

```

Ich habe das Ganze jetzt schonmal für einen Troll-CAH vorbereitet. Eure Aufgabe lautet nun das Model in RENX zu importieren, die Subobjectnamen in den HideSubobjects Parameter einzutragen, welche ihr ingame unsichtbar haben möchtet. Wenn ihr zb nur das Trollschwert sichtbar haben möchtet, müsst ihr alle anderen Waffen-Namen dort oben eintragen.

Als letztes ändert ihr den ClientBehaviour, damit auch die Sounds stimmen:

```

ClientBehavior = AnimationSoundClientBehavior ModuleTag_AnimAudioBehavior
    MaxUpdateRangeCap = 800
    AnimationSound = Sound:ImpactTrollGrabsOrc
Animation:CHSS_TL_U_GRBA    Frames:6
    AnimationSound = Sound:MordorTrollCreated
Animation:CHSS_TL_U_WLKC    Frames:66
    AnimationSound = Sound:TrollBodyfall
Animation:CHSS_TL_U_LNDA    Frames:3 21
    AnimationSound = Sound:TrollBodyfall
Animation:CHSS_TL_U_DIEA    Frames:31
    AnimationSound = Sound:TrollBodyfall
Animation:CHSS_TL_U_DIEB    Frames:85
    AnimationSound = Sound:MordorTrollIdleA
Animation:CHSS_TL_U_IDLA    Frames:13
    AnimationSound = Sound:TrollTreeShakeYell
Animation:CHSS_TL_U_GRBC    Frames:26
    AnimationSound = Sound:MordorTrollIdleB
Animation:CHSS_TL_U_IDLB    Frames:7
    AnimationSound = Sound:MordorTrollIdleE
Animation:CHSS_TL_U_IDLE    Frames:6
    AnimationSound = Sound:MordorTrollIdleF
Animation:CHSS_TL_U_IDLF    Frames:31
    AnimationSound = Sound:MordorTrollIdleG
Animation:CHSS_TL_U_IDLG    Frames:76
    AnimationSound = Sound:TrollFootstep
Animation:CHSS_TL_U_RUNA    Frames:4 17
    AnimationSound = Sound:TrollFootstep
Animation:CHSS_TL_U_WLKB    Frames:0 22
    AnimationSound = Sound:TrollFootstep
Animation:CHSS_TL_U_WLKC    Frames:14 29 44 59

```

```

    AnimationSound = Sound:TrollFootstep
Animation:CHSS_TL_U_TRNL    Frames:15 29
    AnimationSound = Sound:TrollFootstep
Animation:CHSS_TL_U_TRNR    Frames:15 29
    AnimationSound = Sound:TrollFootstep
Animation:CHSS_TL_U_GTPA    Frames:12 80 97
    AnimationSound = Sound:TrollFootstepRampage
Animation:CHSS_TL_U_MFDA    Frames:4 17 29 42
    AnimationSound = Sound:TrollFootstepRampage
Animation:CHSS_TL_U_RCTD    Frames:6 66
    AnimationSound = Sound:TrollFootstepRampage
Animation:CHSS_TL_U_RPGC    Frames:37 43 61 77 93 100 116 123 139 149
    AnimationSound = Sound:TrollTreeSwingLight
Animation:CHSS_TL_U_IDLE    Frames:51
    AnimationSound = Sound:TrollTreeSwingLight
Animation:CHSS_TL_U_RCTB    Frames:16
    AnimationSound = Sound:TrollTreeSwingLight
Animation:CHSS_TL_U_MFDA    Frames:5 22
    AnimationSound = Sound:TrollTreeSwingLight
Animation:CHSS_TL_U_RPGC    Frames:28 54 89 114
    AnimationSound = Sound:TrollTreeSwingLight
Animation:CHSS_TL_U_RCTC    Frames:5
    AnimationSound = Sound:TrollTreeSwingLight
Animation:CHSS_TL_U_RCTD    Frames:29
    AnimationSound = Sound:TrollTreeSwingLight
Animation:CHSS_TL_U_RCTE    Frames:72
    AnimationSound = Sound:TrollTreeSwingLight
Animation:CHSS_TL_U_GRBA    Frames:6
    AnimationSound = Sound:TrollIdleRubHeadVox
Animation:CHSS_TL_U_RCTB    Frames:3
    AnimationSound = Sound:TrollGetupShakeHeadVox
Animation:CHSS_TL_U_GTPA    Frames:31
    AnimationSound = Sound:ImpactTrollTreeLight
Animation:CHSS_TL_U_IDLE    Frames:53
    AnimationSound = Sound:TrollRoar
Animation:CHSS_TL_U_GTPA    Frames:105
    AnimationSound = Sound:TrollRoar
Animation:CHSS_TL_U_HITA    Frames:21
    AnimationSound = Sound:TrollRoar
Animation:CHSS_TL_U_HITB    Frames:10
    AnimationSound = Sound:TrollRoar
Animation:CHSS_TL_U_HITC    Frames:13
    AnimationSound = Sound:TrollRoar
Animation:CHSS_TL_U_HITE    Frames:10
    AnimationSound = Sound:TrollRoar
Animation:CHSS_TL_U_RCTC    Frames:6
    AnimationSound = Sound:TrollRoar
Animation:CHSS_TL_U_RCTD    Frames:30
    AnimationSound = Sound:TrollRoar
Animation:CHSS_TL_U_RCTE    Frames:53
    AnimationSound = Sound:TrollRoar
Animation:CHSS_TL_U_RPGC    Frames:1 33 58 92 117
    End

```

Wiederum angepasst an den TrollCAH. Hierbei müsst ihr einfach schauen, welchen CAH ihr nehmt und das darauf anpassen. Bei einem Menschen-CAH reicht zb Aragorns ClientBehaviour, editiert mit dem passenden SKL.

Das war es auch schon. Viel Spaß beim ausprobieren. Für Fragen stehe ich im Forum immer zur Verfügung.

Wie immer gelten die offiziellen Modder-Richtlinien, die besagen, dass eine Readmeeintrag verlangt wird, sofern ihr dieses Tutorial benutzt und umsetzt.

Greez Ealendril der Dunkle
www.modding-union.com