

Animation Viewer v1.21

Browse unit animations; by Faguss (ofp-faguss.com)

1. Overview

Animation Viewer is a script allowing to browse soldier animation list in the game. It loads moves list from a prepared text file to a dialog listbox. The goal is to support scripting with the new Fwatch. Specifically, commands [:mem getplayeranim](#) and [:mem setplayeranim](#) use numbers instead of animation names. **Animation Viewer** allows to quickly check the code for the desired animation.

Currently it supports base game, Ninja addon by Itweas and WW4 mod 2.5 by Sanctuary.

2. Requirements

Fwatch 1.15

<http://ofp-faguss.com/fwatch/>

3. Installation

- Copy *AnimationViewer.Intro* to missions folder in *Users* directory. Script will only work in the Mission Editor.
- Launch game with the Fwatch loading only original addons (including BISCamel) otherwise the list may appear incorrect.
- Alternatively start the game with WW4 mod but without any additional addons.
- Ninja addon has got independent animation set so it's safe to use.

4. Usage

Simply open the mission in editor and preview it.

LEFT, RIGHT arrows	rotate camera
PAGE UP, DOWN	jump 34 records backward / forward
HOME, END	jump to the beginning / end
Right mouse button, SHIFT	show options
Middle mouse button, ENTER	replay animation
CTRL + F	search
CTRL + G	go to code
F2 / F3	find previous / next occurrence

In options you may choose one of the several filters. They allow to display anims from a single category.

Preplay other anim: causes 0 - DeadState to be played before any other animation. Some moves work better with this option enabled and some better without (e.g. continuous moving).

Current animation is displayed in the lower right corner.

5. Credits

Thanks to Sanctuary and ProfTournesol for help.

6. Version history

1.0 (11.11.11)

First release.

1.01 (21.07.12)

- suited for Fwatch 1.11

1.1 (28.08.14)

- suited for Fwatch 1.13; not backwards compatible
- faster loading
- removed CTRL as a hotkey to replay animation
- search subject is saved
- F2, F3, PGUP, PGDOWN can be held allowing for continuous use
- input prompt is now a separate dialog so that focus is immediately on the input field

1.2 (01.06.16)

- suited for Fwatch 1.15; not backwards compatible
- added dialog for 21:9

1.21 (16.12.19)

- wasn't opening dialog menu - fixed
- was showing error when used „go to” - fixed