

Animation Viewer v1.3

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. More 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.

2. Installation

- Download Fwatch 1.16 from ofp-faguss.com/fwatch and install it. Launch the game using `fwatch.exe`.
- Copy *AnimationViewer.Intro* to the `missions` folder in *Users* directory.
- Open Mission Editor. Press „Load” and select „AnimvationViewer”. Press „Preview”.

3. Usage

Animation Viewer currently supports base game, WW4 mod 2.5 and Ninja addon. For base game you should launch the game using only original addons (including BISCamel). Otherwise the list may appear incorrect.

For WW4 mod you should launch the game using only @ww4mod25 modfolder and without any additional addons. Script automatically detects if WW4 is enabled.

For the Ninja addon any additional addons do not matter because this addon has its own independent animation list. In the Mission Editor change player's unit to Ninja so that AnimationViewer will load the correct list.

Key controls:

LEFT, RIGHT arrows	Rotate camera
PAGE UP, DOWN	Jump to first / last visible row
HOME, END	Jump to the beginning / end of the list
Right mouse button, SHIFT	Show options
Middle mouse button, P	Replay animation
CTRL + F	Search for phrase
CTRL + G	Go to code number
F2 / F3	Find previous / next occurrence

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

Reset anim each time: 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 and search result are displayed in the lower right corner.

4. Credits

Thanks to Sanctuary and ProfTournesol for help.

5. Version history

1.0 (11.11.2011)

First release.

1.01 (21.07.2012)

- suited for Fwatch 1.11

1.1 (28.08.2014)

- 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 (01.06.2016)

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

1.21 (16.12.2019)

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

1.3 (20.10.2025)

- uses Fwatch 1.16 (not backwards compatible)
- **automatically detects user's aspect ratio and shifts items accordingly (instead of using predefined templates)**
- dialog width has been set to constant 41% (does not depend on aspect ratio)
- number of rows to jump when using PAGE UP/DOWN is calculated automatically
- data is saved to fwatch\ldb\animviewer (instead of fwatch\mdb)
- separate set of data is saved for each list of animations
- renamed option "pre-play" to "reset" for clarity
- search results are displayed
- changed hotkey to replay animation from ENTER to P
- code cleanup