

Halo Animation Editor

The HaloAnimationEditor (download: <http://halomaps.org/index.cfm?pg=3&fid=577>) by kornman00 is an app that allows you to combine animation graphs.

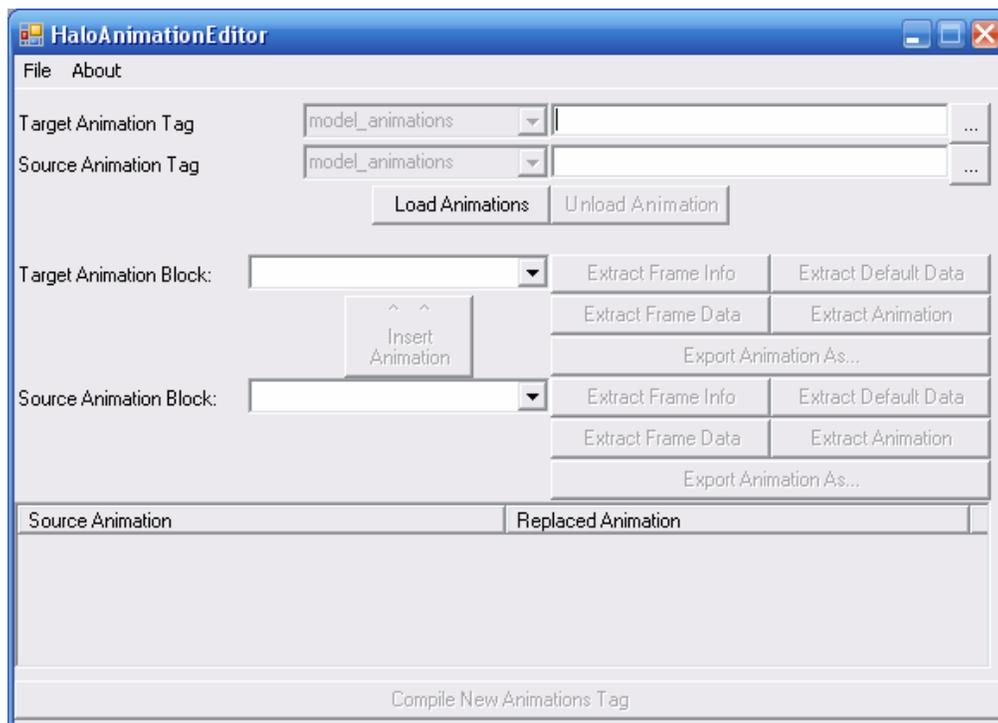
Requirements:

2 model_animations tags (preferably for the same unit/weapon and with the same node checksum ;-)

First, a brief explanation of "target" and "source" animations:

The "Target" animation is the animation that will be getting the new animations from the source animation.

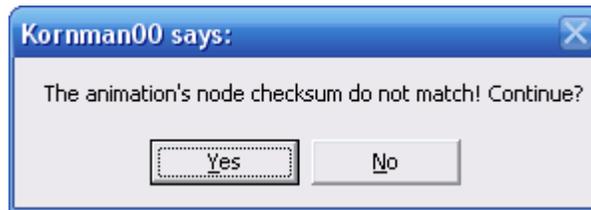
The "Source" animation is the animation that has the new animations that you want to put into the target animation



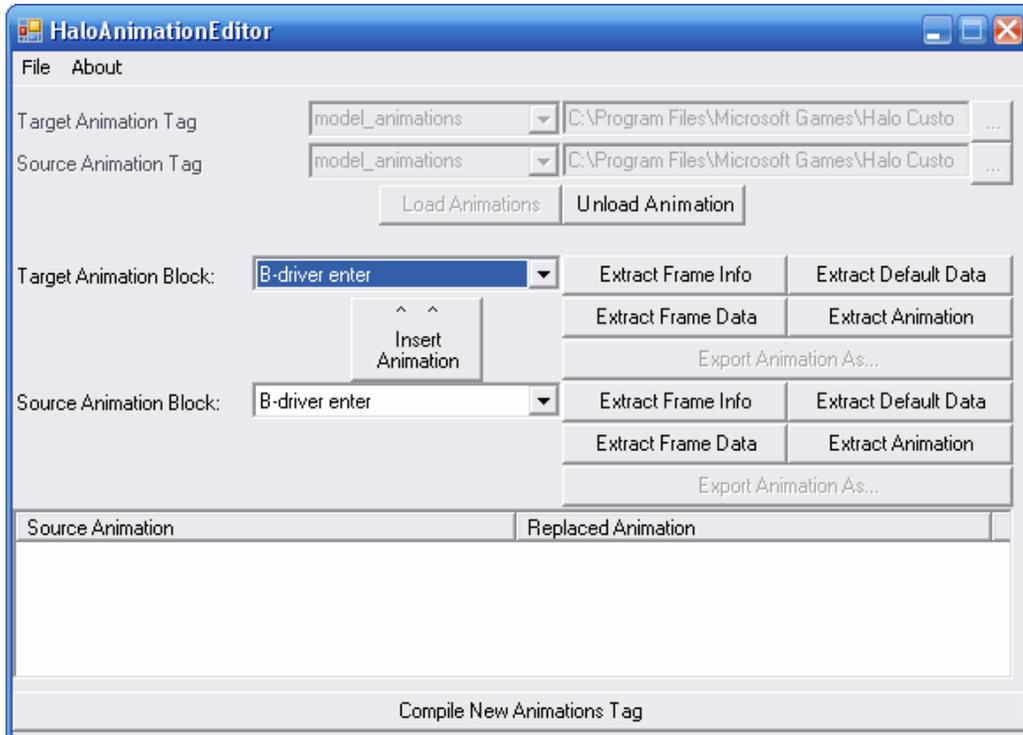
1. Press the first "..." button next to the "1" to load your target animation.
2. Press the second "..." button next to the "2" to load your source animation.
3. Once 1 and 2 are done, press the "load animations" button.

You will be asked what file you want to save the new animations in (so you don't screw up any of the loaded animations). It doesn't matter where you save it, but I would save it in the folder where the "target" animation is, but of course with a different name. Once thats done, press "Save" in the Save As dialog.

If your animation's node checksums don't match you will get this message:



Just click OK. Usually this doesn't hurt anything to bad ingame (visual).



Animation Editing:

1. Select the target animation that is going to be replaced.
2. Select the source animation that is going to be replace the animation you selected in step #1.
3. Press "Replace animation". The animation replacement operation will be added to the queue list.
4. To remove a animation replacement operation, just double click on the item you want to remove in the queue list.
5. Repeat steps 1 to 3 until your done with the animations you want to replace.
6. Check "Fix node checksums" if you want to make the source animations that are replacing target animations to have the same checksum as the target animation.

7. Press "Compile animaitions" to save the new animations to the new animaiton tag that you made after you loaded the animations.

8. Press "Unload animations" to start working on new files.

Some Notes: All those buttons that say "Extract..." can be ignored. They were just in there for my own personal use, and who ever wants to look at the animations that are in the tag using a hex viewer.

Tutorial by kornman00

Edited by TheGhost