Tutorial de Animaciones

Resumen

Veasé los anteriores tutoriales básicos para más información acerca de creación básica de objetos, manejo del reloj y fotogramas.

Este tutorial solo cubre un uso muy básico de las animaciones en orx.

Todas las animaciones son guardadas en grafo dirigido grafo dirigido.
Este gráfico define todas las posibles transisiones entre animaciones. Una animación es referenciada usando un único caracter de cadena. Todas las transiciones y animaciones son creadas via ficheros de configuración.

When an animation is requested, the engine will evaluate the chain that will bring it to this animation from the current one.
If such a chain exist, it will then be processed automatically. The user will be notified when animations are started, stopped, cut or looping by events.
If we don't specify any animation as target, the engine will follow the links naturally according to their properties [1].
There's also a way to bypass this chaining procedure and immediately force an animation.

Code-wise this system is very easy to use with two main functions to handle everything. Most of the work is made not in code but in the config files when we define animations and links. [2]

Detalles

1)
such as loop counters that won't be covered by this basic tutorial
2)
A very basic animation graph will be used for this tutorial: we did it so as to keep limited the amount of needed config data.

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