

BusyObjects - Preview –

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“BusyObjects” is a technology that exploits a new way of animating objects in static FS2k+ sceneries. It allows you to play animations at varying speeds, begin (and end) animations at any time and have complex path definitions for the animated object. Since the object is rendered at different positions for (nearly) every frame, the object transformation appears very smooth.

Installing the demo:

The preview assumes you are familiar with installing new sceneries in FS2k+, so no fool-proof installation procedure is given. You are best off to extract the ZIP-archive “DemoScenery.zip” into your FS2k+ installation directory. Then modify your “Scenery.cfg” to include the new scenery folder:

```
[AREA.xxx]
Title=BusyObjects Demo
Layer=xxx
Active=TRUE
Local=Scenedb\BusyObjectsDemo\Scenery
Remote=
Required=FALSE
```

Running the demo:

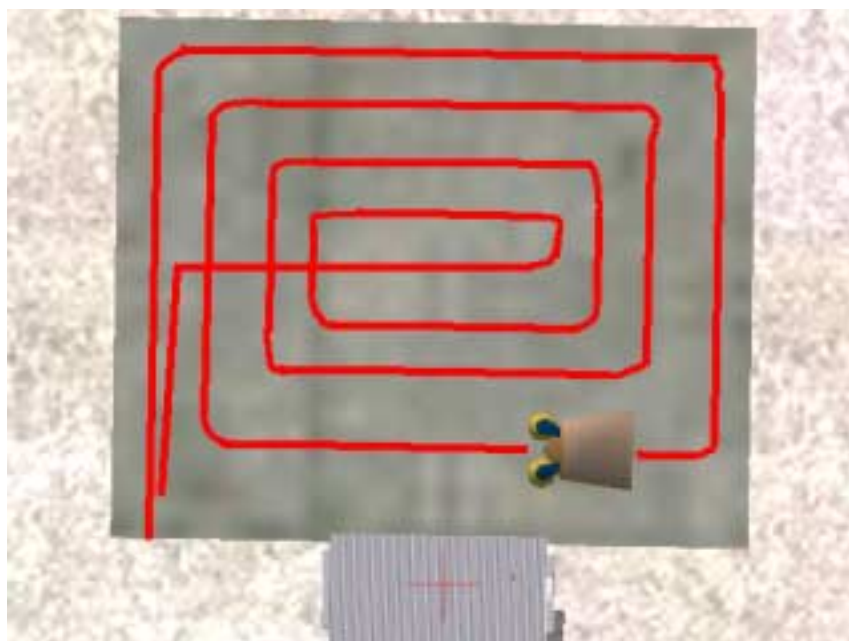
The demo scenery is located at the famous Meigs Airfield, Chicago (that is were FS starts, when no default is given). To see the demo, you should start on Runway 36.

You will see the demo scenery to the right, where two large wind power stations are located. Switch to “slew” mode and go to the scenery:



The wind power stations always face the wind and their rotation speed will depend on wind speed. You can see that by changing wind speed and wind direction in the weather menu. See how slowly they can move with “no wind” – you really have to wait to see them move!

The fueling station has a complex animated object – a RoboCleaner. The cleaner is taking care of the area in front of the fueling station (in the demo he is doing it all the time). He is spiraling inwards while he progresses, so he is not simply circling (switch to “birdeye” view to see him move). When the whole area is done, he is driving into his home position.



The cleaner has two more animated (sub-)objects: Two counter-wise rotating brushes in front of him.

This is indeed a “simple” animation regarding the possibilities of the “BusyObjects” framework (it’s just a demo, isn’t it?)

Any decision on how to distribute the framework has not been made. My favourite solution would be to make the framework exclusively available to a single scenery designer group for a negotiated period of time, before releasing it into the freeware arena.

Any suggestions and comments welcome, although it may take some time for me to answer...

Regards,

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