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Matthew's Motion Suite 1.0 Event id's: 200080-200090

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Introduction

This is a series of example motion behaviors. They are basically drag-and-drop behaviors that will make the sprite movie in interesting ways. Since the motion can have almost unlimited parameters, I didn't attempt to provide a very many parameters. These behaviors are provided as examples. Use them as you like, if you want more, email me.

Purpose

The original purpose of sprites was to have a way to do algorithmically determined motion, and thus reducing the file size compared to frame-based motion. But I don't see many example of this. So I decided to provide a few examples myself in order to whet peoples curiosities of what can be done.

The behaviors are mostly 3D perspective type motion. Spining, and bouncing and the like. They require a reasonable amount of trigonometry. I don't rely on my TrigMath behavior. Instead I embed the same math techniques directly into the algorithm, which is usually faster.

I have tried to make sufficient comments. So I encourage people to view the source within these behaviors. In many cases, just knowing the SpriteVars I use can enable you to modify things on the fly to create some interesting results.

Quick Reference

 Rollaround: Rolls around the sprite track.

 MouseTurnOver: When placed on a sprite, it will act like a two-sided card. When the mouse moves over, it will spin around (with perspective) and show the back side, when the mouse leaves, it will spin back to the front side. I can see how this behavior could be useful for card games.

The rear and front image can be changed on the fly by changing the two spriteVars:
turnfirstimage turnsecondimage.
Like all the behaviors in the Motion Suite 1.0, this is provided as an example of what can be done. If you would like something more developed, you can email me, or you can uses these as the basis for your own behaviors.

FlipBounce: Flips and bounces against the edge of the track.

RandomCrawl: Stretches out a corner and pulls itself around the movie.

3Dbounce: A play on the standard 2D bounce, where it also bounces in the 3rd dimension.

Spin: A slimmed down version of the 3D spining behavior I released a year ago.

EdgeSpin:Spins on edge instead of center.

SpinRotate: Spins and rotates.

2SideSpin:Same as Spin, but shows a different image on each side.

3DBox:Uses 6 sprites to form a box in 3D. It can rotate around any axis.

Reserved Variable Names for this Behavior:

SpriteVariables: Look in each Behavior to find out. Most start with MP_ and are not going to easily overlap with your other variables.

Technical Notes:

Revision History:

2-19-2000 Version 1.0 first written.