

Kerbal Space Program - Bug #2512

Animations throughout KSP use Play mode instead of the appropriate Blend mode

06/04/2014 11:03 PM - Greys

Status:	Closed	Start date:	06/04/2014
Severity:	Unworthy	% Done:	100%
Assignee:			
Category:	Camera		
Target version:			
Version:	0.23.5	Language:	English (US)
Platform:	Any	Mod Related:	No
Expansion:			

Description

When playing an animation clip Unity offers several modes, Animation.Play() and Animation.Blend() are two of them, with the primary difference being that Blend() permits multiple animations to run on a gameobject at the same time, while Play() will stop any previously playing animations and frequently does so in weird ways.

More reading here:

<http://docs.unity3d.com/ScriptReference/Animation.Play.html>

<http://docs.unity3d.com/ScriptReference/Animation.Blend.html>

As an example, a lamp with adjustable focus, one animation activated the lamp and proceeds through a brightening curve, a second animation manipulates the range, brightness, and angle of the lamp. Using Play() to do this, the lamp would be able to turn on and off just fine, and you could manipulate it's focus just fine; but you could not manipulate it's focus while it's on, or turn it on while it's focus is at any value other than the starting position.

It's possible this analogy is flawed, the community will correct me if necessary.

History

#1 - 06/04/2014 11:12 PM - Majiir

- Status changed from New to Confirmed

- % Done changed from 0 to 10

#2 - 11/19/2015 05:22 PM - sal_vager

- Status changed from Confirmed to Closed

- Severity changed from Normal to Unworthy

- % Done changed from 10 to 100

Using Play() isn't a bug.