2015-12-25 10:39:52

TASK:

* Trying to manage tools.
  + The current tool function has a problem: all the code is in task script.
  + I need to extract the tool function in a way of more independently...
  + Most important two functions for tools are : pickup and use.
* Creat a script --- *InteractiveTool* and attached to the tools.
* Use this script to control the tools.

2015-12-25 10:52:32

PROBLEM: The task manager (HTN) cannot recognize the object.

SOLUTION:

* Assign all the used game object with *InteractiveTool*
* Pick up now is called.... forget to call pick up in task manager.

2015-12-25 11:04:06

PROBLEM: Both firefighter picking up the same thing.. StableTool\_1

GOAL: one firefighter picking up StableTool\_1 and the other picking up StableTool\_2

SOLUTION: the firefighter doing the job according to the #StableSill and #StableWheel. And they are managed with tags. So I need to initialize the object with the correct tag.

2015-12-25 11:20:52

Now animate the UseTool correctly.

2015-12-25 11:53:14

UseTool involved too much with in the task...

It is difficult to detach from task manager.

2015-12-25 16:20:59

The 3d model has a problem... not every 3d model has a render component so that I should use *CurrentStablePointSill.renderer.enabled = true;* to organize my models.

Solution: reorganize the 3dmodel.

2015-12-25 16:34:43 .. download 3ds max... meantime, read materials for next action(task)

2015-12-25 18:53:15

Next task: glass management

* Glass simulation

2015-12-25 20:43:09

Back to modeling... ref[2015-12-25 16:20:59]. The StableTool\_2 has been modeled into one model and it can be deactivated via mesh render.

Still have a problem, when the first sill is stabled, error happened...

2015-12-25 21:12:44

There is a big problem in the HTN planner...

That is : sometimes when some precondition or effect are setted, the HTN is not working or stop working as it suppose to be..

E.g. when I set up the blackboard var task = stabilizevehicles to stable vehicle note, it will stop working.

E.g. When I set up hasTool = true to pickup\_tool’s effect. The whole task is not working as well...

This can be the bug/problem of the system...

Solve this first tomorrow...