Escape from Mill Station Blog

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Thank you :-)

Admin Login

Level 11 is coming along ...

By WoC | February 26, 2017 at 06:08 PM EST | No Comments

My rock creature maze is coming along in level 11. I am building the tunnels in sections with smooth modifiers in Blender and then importing it into Unreal 4. Sometimes the collisions work sometimes not so I have to set it manually inside U4. Seems to go well. I tested the level with FPS readout and it doesn't look bad. Its staying at 60 fps with entire walk through. Its the academy awards tonight. All the politicians are lining up on the red carpet. Saw the trailer for Alien Covenant and it looks good but it seems they swung back to the formula of the original Alien of 1979. I wonder if there will ever be an original film story in the SciFi genre ever again. The late 70ties and 80ties were so wonderful and I don't think we will ever see that again. Everything is just drenched with political agendas these days and real stupid ones too. Meaningless and small minded.
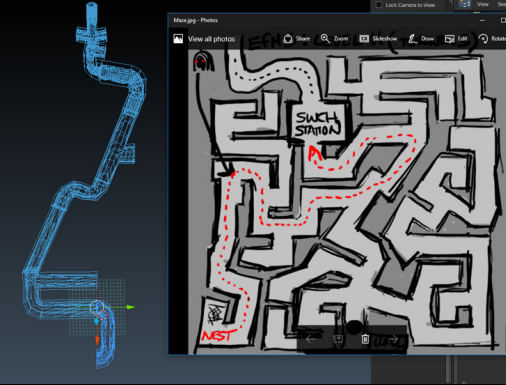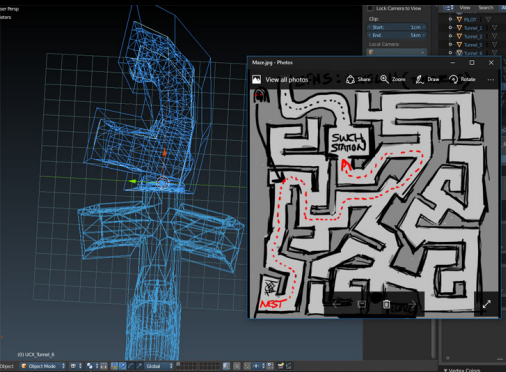

Signed up with Sketchfab today ...

By WoC | February 24, 2017 at 06:25 PM EST | No Comments

RTEST
by Etienne Andlau
on Sketchfab

Building the rock creature ...

By WoC | February 22, 2017 at 06:03 PM EST | No Comments

Drew out the floorplan of the tunnels today ...

By WoC | February 21, 2017 at 07:25 PM EST | No Comments

Starting off on "Tunnels" level the insides of a living rock creature ...
By WoC | February 20, 2017 at 03:20 PM EST | No Comments

Level 10 is blocked out on to level 11 ...
By WoC | February 19, 2017 at 09:55 PM EST | No Comments

http://worldofclouds.com/efmsroadmap.html

Three days without crashes and about to finish level 10 ....
By WoC | February 19, 2017 at 03:43 PM EST | No Comments

Assed the projector that shows for the doorway is to the next level.

Almost done blocking level 10 Lost City out ...
By WoC | February 18, 2017 at 06:15 PM EST | No Comments

Getting close. Not bothering to insert all the windows in that last tall apartment building. It just takes way too much time and I think people will get the idea. I have the old projector left to do with Blueprint to turn it on. Then the cave walls and ceiling with the entrance to the Tunnels level.
No crashes of my ROG for 2 days now. I am hopeful whatever the issue was is now gone.
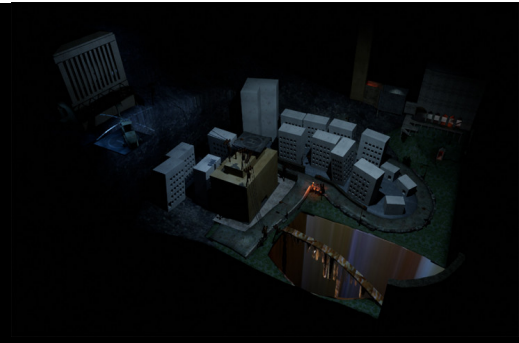
Buildings of the Lost City are going in ...
By WoC | February 17, 2017 at 11:43 PM EST | No Comments
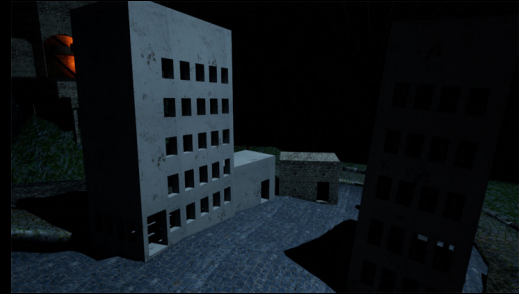
AI ...
By WoC | February 17, 2017 at 04:33 PM EST | No Comments

I am slowly starting to look at AI in Unreal 4.
Watching tutorials at this point.
Not sure how much AI I will put in my block version of my game but the
subject is very tempting.
Looks like great fun.

Crashes ...
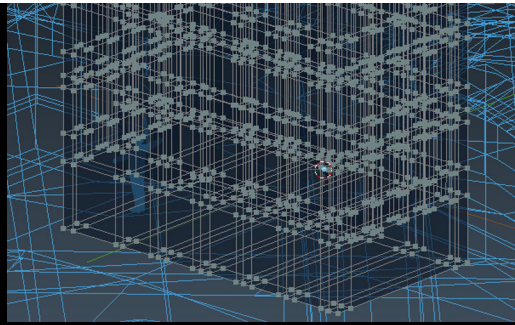By WoC | February 17, 2017 at 03:34 PM EST | No Comments

ROG laptop crashed only once yesterday.
I uninstalled Avast yesterday and going with Windows Defender.
Hopefully this helps.
I sent Asus crash logs and waiting to hear from them.
Today my machine is working fine hoping I wont run into any more problems.
We will see.

Installed 4.15 today no issues ...
By WoC | February 16, 2017 at 05:24 PM EST | No Comments

Unreal 4.15 was released today and I installed it. no issues.
Just a ledge in my "Kitchen" level that is supposed to break away
when you walk over it is not breaking away but that has been broken
since a few versions back. I probably just need to rebuild it.
Otherwise looking forward to exploring all the new features in
4.15. No crashes on my ROG laptop for the last 2 days I am hoping the
problem went away.

Working on the apartment buildings ...
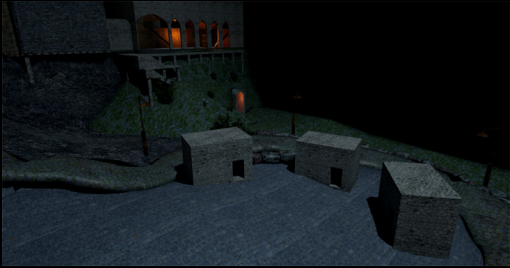By WoC | February 16, 2017 at 12:32 AM EST | No Comments
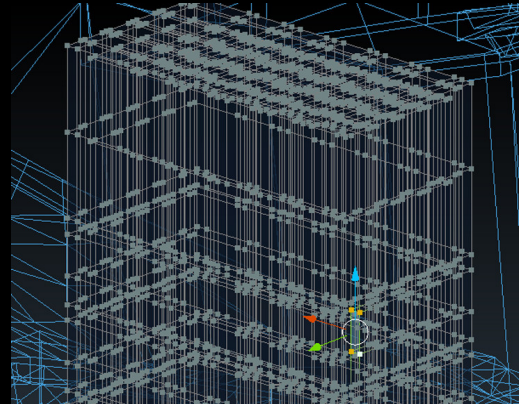
System errors continue on my ROG ...
By WoC | February 15, 2017 at 08:01 PM EST | No Comments

More critical system errors.
Had 3 yesterday.
I found a computer repair place 2nd time around computers just around the corner from here
and they charge $50 for diagnostic. So I will do that as soon as I have money coming in again.
That will be in about a week. In the meantime I do my own diagnostics on the machine but
haven't found anything wrong with it yet. Funny thing is it fixes itself if I just leave it off for a
while. We will see.

Little scare this morning my ROG was stuck in bios loop ...
By WoC | February 14, 2017 at 04:04 PM EST | No Comments

Some kind of Aptio app stuck in bios boot up loop.
Machine wouldn't boot into Windows.
I shut it off for a while and then it suddenly booted into Windows.
Little scare.
Hopefully it wont do it again.

Building the market square and apartment buildings ...
By WoC | February 13, 2017 at 11:36 PM EST | No Comments

Using splines in BP to build powerlines in Lost City map ...
By WoC | February 12, 2017 at 06:29 PM EST | No Comments
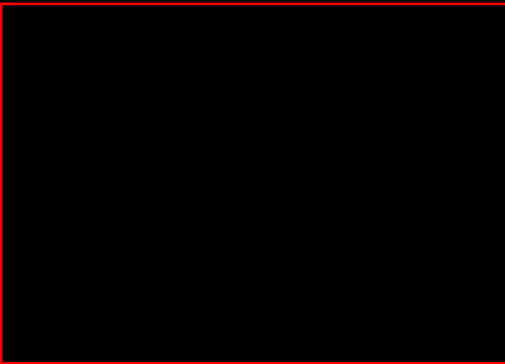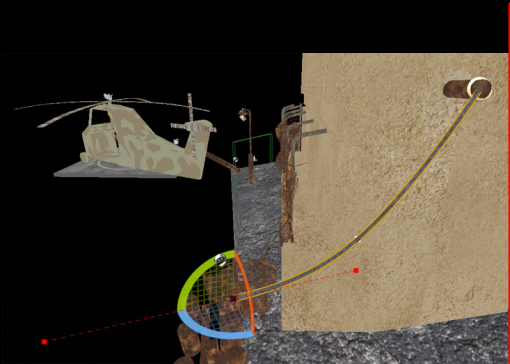
Lost City level almost done blocking out ...
By WoC | February 10, 2017 at 11:55 PM EST | No Comments

Got my helicopter flight to work and learned that force deleting audio components break
audio terribly. Had to re import audio clips for helicopter. I have a few things left to model on
the Lost City level then its onward to Tunnels level.
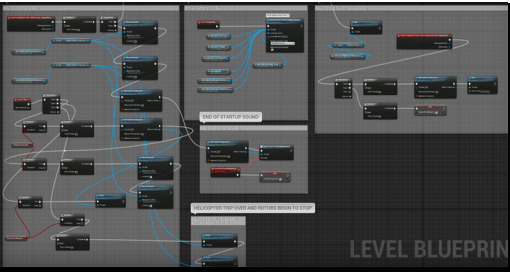
Entire takeoff sequnce of helicopter is scripted in BP now and works ....
By WoC | February 09, 2017 at 05:12 PM EST | No Comments
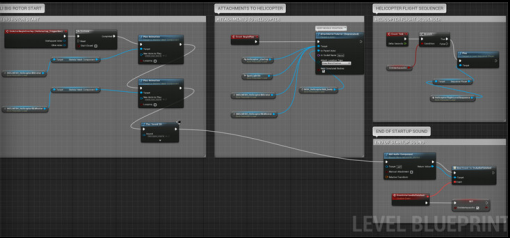
Snowing again in Bellingham ...
By WoC | February 08, 2017 at 05:11 PM EST | No Comments

Its snowing here again today.
I got some paying work in so I have to put my game work aside for a few days.

Deer tracks ....
By WoC | February 07, 2017 at 04:40 PM EST | No Comments

[Animating helicopter in Blender today ...](#)
By WoC | February 07, 2017 at 04:15 PM EST | No Comments
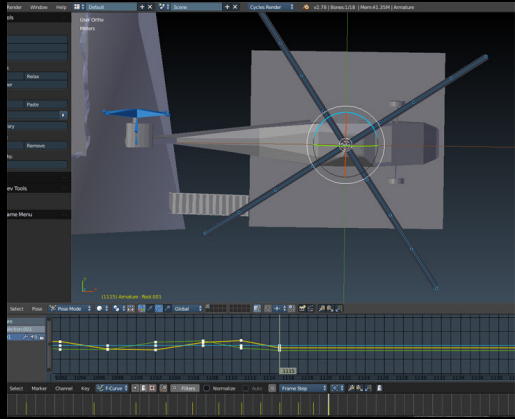
[Helicopter is rigged and ready for animation ...](#)
By WoC | February 06, 2017 at 08:21 PM EST | No Comments
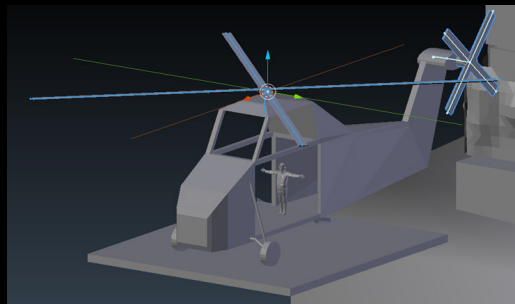
[Breakfast in the morning and little bird tracks coming into my tent ...](#)
By WoC | February 06, 2017 at 02:50 PM EST | No Comments

Helicopter WIP ...
By WoC | February 05, 2017 at 11:13 PM EST | No Comments
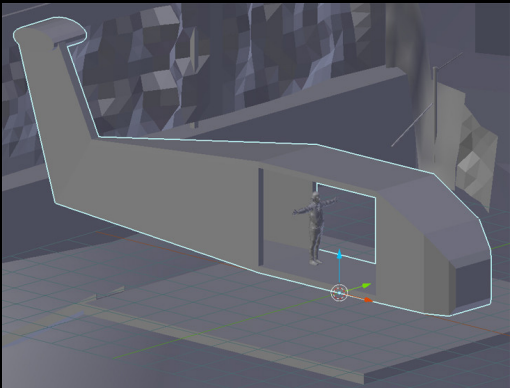
Getting ready for a helicopter flight ...
By WoC | February 05, 2017 at 09:38 PM EST | No Comments

Snowed heavily last night and new tent setup works great now ...
By WoC | February 05, 2017 at 02:57 PM EST | No Comments

Making coffee in the morning and oh it snowed again ...
By WoC | February 04, 2017 at 11:53 PM EST | No Comments

Created "fender" system to block head going into walls when crawling ...
By WoC | February 04, 2017 at 04:35 PM EST | No Comments
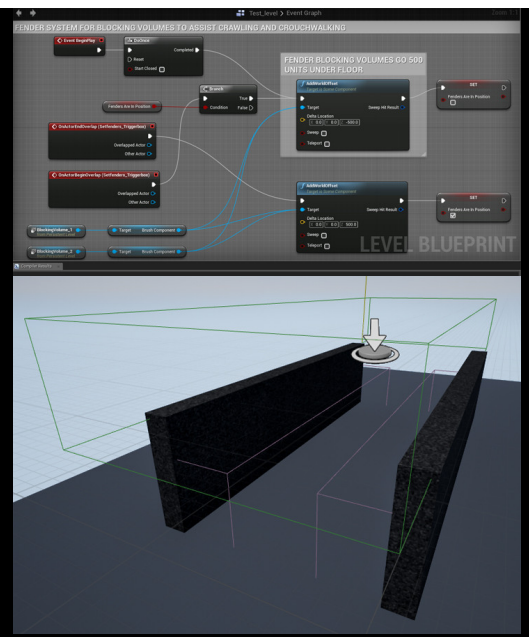
My entire state machine working now ...
By WoC | February 03, 2017 at 01:45 PM EST | No Comments

I can now idle walk run sprint jump climb ladders prone crawl crouch.
Its all working now finally figured it out.
It snowed again this morning.

Simplyfied state machine ...
By WoC | February 01, 2017 at 08:55 PM EST | No Comments
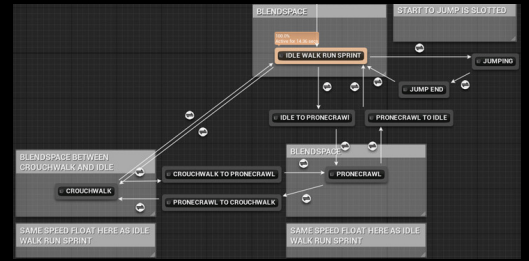
Created a toggle between IDLE CROUCH PRONE today ...
By WoC | February 01, 2017 at 07:43 PM EST | No Comments
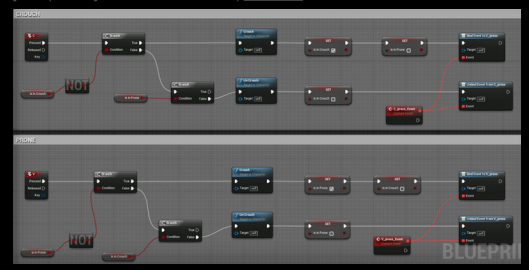
State machine progress ...
By WoC | February 01, 2017 at 02:03 PM EST | No Comments

Solved a Blueprint / State machine issue today …

By WoC | January 31, 2017 at 11:06 PM EST | No Comments

Problem was that the game motion controller lifts the character up into the air as soon as you enter the begin jump state.
It really needs to make the character go down first so the character can use its legs to push itself into the air.
So I added a slot in the state machine and added a new jump start montage.
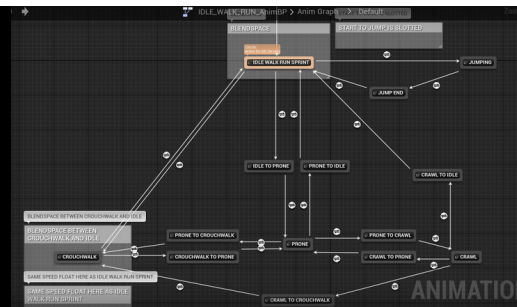I had a problem with the character not returning to the idle walk run sprint state after the jump. Solved that problem and everything works again.
The character is now bending his knees and going down before it launches into the air which is how people jump.
I also lengthened the jumping animation and made it "calmer" towards the end and also lowered the arms a bit. Just so if the character steps off a ledge or box or something it doesn't swing its arms all the way up into the air.
It was a good day for problem solving today.

Crouch and prone …

By WoC | January 30, 2017 at 11:55 PM EST | No Comments

Crouching, prone and crawling will follow.

Jumping animation and IsInAir bool …

By WoC | January 30, 2017 at 11:54 PM EST | No Comments

Tried to deal with the IsInAir bool issue. Character does its wild jumping whenever its in the air.
So if its jumping or if its just stepping of a ledge it does the same wild swinging of the arms thing. So I came up with a plan to combat this.
I don't want to get lost in BP scripting at this point but its a nice little problem to solve.
Here are the steps I want to try out to fix the problem:
1. duplicate start jump animation and import as
   set to jump.
2. Put that animation in its own group in Unreal 4.
3. Assign space bar key input for that animation.
4. Cancel space bar key axis for old jump.
5. Extend jump loop animation calmer at the end.
   This will not be looped.
6. Set up new slot with space bar triggering
   set jump animation.
7. Create end animation notify with set jump
   animation.
8. Use end animation notify to se value of
   new bool (set jump ended).
9. Use this bool as rule to enter state of actual
   jump (extended one).
10. End jump and its rule stays the same.

A little time tonight adding prone and crawl into my state machine …

By WoC | January 29, 2017 at 10:00 PM EST | No Comments
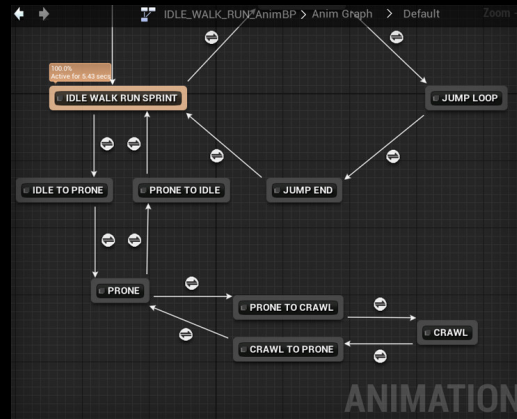
Helipads going in …

By WoC | January 25, 2017 at 12:05 AM EST | No Comments

[Dumped client 2 of 2017 now have more time for my game ...](#)
By WoC | January 23, 2017 at 08:32 PM EST | No Comments

Well looks like 2017 is going to be the year of dumping clients and getting on with my game. I am working only with one client at the moment and while I wait for feedback I can actually start working on my game again. Loving it.

[Dumped a client today and continuing on with my game ...](#)
By WoC | January 16, 2017 at 06:38 PM EST | No Comments

Had to dump a client today who cant figure out what he wants and cant even send me the right footage to do visual effects on.
That is how it goes in the word of visual effects.
Sometimes it just doesn't work out and you suffer hours and hours of work time that you don't even get paid for.
So ... back on my game project finally.
Happy to be back :-)

[Rat ate poison finally ...](#)
By WoC | January 12, 2017 at 07:38 PM EST | No Comments

Rat finally entered bait station I set up and ate poison.
Should be rid of that pest now :-)

[Warming coffee in the morning and rain catcher dont like ice ...](#)
By WoC | January 11, 2017 at 06:16 PM EST | No Comments

[Three egg and bread breakfast ...](#)
By WoC | January 10, 2017 at 09:35 PM EST | No Comments

Made my first hot breakfast this morning.
I just position myself inside the tent and set everything up just outside the mouth of the tent

under the tarp. In that way I can slide my feet and legs in under the blankets and stay warm while making food.

I used my single burner again.

Dumped 3 eggs into a pan and fried it.

First I warmed up 6 slices of bread. Then I placed that on a clean sheet of paper inside the tent on my sleeping bag.

Then just lifted the pan inside and dumped the eggs onto the bread. That worked fine and it was a good meal before I started out for the day.

Washing dishes was pretty easy. I poured clean water into the dirty pan and pot and simply warmed the water on the single burner. Then added dishwashing soap and just washed and dumped the water outside the tent area. Then poured clean water into the pot and pan again and warmed it and rinsed it all out. I have more trash to deal with now so I had to walk it out in a garden trash bag and dumped it in a trash bin nearby next to a walking path. I find the best way of dealing with trash is to walk it out in small amounts sealed off in plastic bags.

Otherwise paying work keeps my busy at the moment so I cant work on my game but looking forward to getting back on that again soon. Hopefully with this extreme low budget living I can save enough money from these low paying jobs to get enough leverage together to allow me to work on my game ONLY for a week or two before I have to find paying work again.

Hot chocolate ...
By WoC | January 09, 2017 at 07:41 PM EST | No Comments

Made myself some hot chocolate last night before bed and thought about how amazing little things like this taste when you are far away from the day to day have everything in the urban environment.

Boiling water to drink ...
By WoC | January 09, 2017 at 07:23 PM EST | No Comments

Well I boiled my first batch of water collected from my rain catcher to drink it. Worked fine. I boiled it for 5 minutes more or less to make sure. I found information online today about boiling times for drinking water out in the wild. 30 minutes at 160° F, 3 minutes at 185° F, Instant at 212° F. So I think a thermometer would be my very next investment so I don't have to waste fuel. My single burner works great for this purpose though. I also found out how expensive candles are. Eesh.
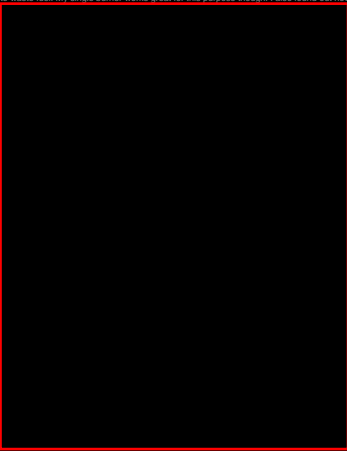
Productive day today at campsite ...
By WoC | January 08, 2017 at 10:13 PM EST | No Comments

I bought a single burner stove now I can boil water and do some cooking. tested it last night with soup and it worked great. Bought some hunter's camouflage and made myself a front door for the tarp section. Just to help with keep the breeze and rain out. not entirely water tight of course but it will help. Otherwise just shopped for cooking utensils and a few other basic need stuff. I found out drawing board clips works great for the door. Just clip it straight onto the main tarp that work great. I also bought two 5 gallon waterproof containers for $5 each. I can use that for storage now and not everything lying around in the dirt. Will keep my kitchen utensils clean and also protect my burner stove's head. I can always just buy water and carry it to the tent site but its heavy. Just easier to harvest it locally. It rained softly today. I find that the main tarp's camouflage don't always work. It has a sheen on it and it depends what the light is doing that determines how well it blends in. I like the hunter's v maybe I will get more of that and drape it over the main tarp. I was thinking of digging a trench under the main tarp right in front of the tent so I could stand straight up under the tarp but the ground is frozen solid. Cant even get a spade into it.

ROG booting up fine again and flock of wild geese ....
By WoC | January 01, 2017 at 04:14 PM EST | No Comments

My ROG laptop is booting up fine again. Hopefully the issue was just a glitch and Windows 10 fixed itself. Hope so I cant afford hardware problems right now. A flock of wild geese flew over me last night and making a lot of noise freaked out by the fireworks going off in the sky just after midnight. Its 2017.

ROG booting issues ....
By WoC | December 31, 2016 at 03:32 PM EST | No Comments

Last night and this morning. Hit the power on button and screen dims up slightly but stays black. I had to turn it off and turn it on a few times to make to boot up. Mmmm. Yeah I expect to run into hardware problems at some point that is why I keep my U56E laptop standing by just in case. Being on a thin budget right now hardware issues my worst nightmare and fear. Hopefully this will pass. It might be just the cold.

Christmas 2016 ....
By WoC | December 26, 2016 at 08:00 PM EST | No Comments

So Christmas 2016 came and went in a wet, white slosh whiplash :-)
Maybe all my entrees on this blog about my tent setup seem strange but this blog is about behind the scenes and what it takes to build a game with close to zero budget.
Rent free housing setup. No car. No tools. Barely enough bedding to keep you war. $10 Boots from KMart that might last through the winder. Snow and slosh. Slippery sidewalks and no sidewalks here and there. Criminals stalking the woods and might discover your camp. A rat eating through your tent and stealing your food. Deer babies screaming at night for the moms. Weird animal noises like birds going up and down the tree trunks and scratching around looking for food. Low angle sunlight. Touch a branch and snow comes tumbling down on your head with ice slipping down your neck. Socks and shoelaces freezing solid overnight. Sneezing at night from too much dry dust inside your tent (that is hard to get rid of). Finding long enough straight branches on the ground UNDER the snow to build a roof like framework with to help with the weight of the snow. Ice covered streams you might be able to cross over and if you are lucky not get your feet wet. Wet socks inside your boots means freezing feet and toes. Not nice. Try not to get mud inside your tent. Anything wet takes 5 days to dry INSIDE the tent. Spiders coming from all directions and all kinds of weird bugs crawling in under the tarp to come free loading on my turf. That sound of ice melting and falling off from high tree branches on your tarp that keeps you up at night.
Lots of fun, amazing experience and glad to be learning my way through this. I think my outdoors skills have greatly improved since I started doing this.
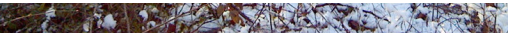Stunning beauty.

Christmas day 2016. More construction work on my base to help with weight of snow ...
By WoC | December 26, 2016 at 07:16 PM EST | No Comments

I also improved the camouflage spray painted the lighter values down to match the browns around me.

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Older_pages_2_worldofclouds.com_efmsblog.php