Subject: Re: Neck Break Melee Attack for Renegade
Posted by R315r4z0r on Sun, 11 Nov 2007 00:41:08 GMT

Well.. you could always make your weapon have a seconday attack (right click) and that would be a melee attack. A simple animation of ramming the gun with an invisible projectile at point blank range.

However, a "neck break" would require more. I would think it would have to be it's own weapon.