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Subject: WWII Warpath presents : Working Attack Dogs! By PsychoArmy

Posted by [Renx](#) on Sat, 09 Aug 2003 18:38:56 GMT

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PsychoArmyRenxI've heard alot of things about dogs in renegade and I have a few question about yours.

This is classified as an infantry right?(i know thats a dumb question, but sumone acually suggested making the dog a vehicle).

Are the leg movements animated?

How does it's attack work? what type of weapon is it?

Do they bark?(lol, just want to know)

What is there purpose in your mod? Will they be able to detect spies(if there is spies in your mod, i havent really looked into your mod yet.)

Yes its infantry, i made new chracter skeleton and aniamtions which means it does have moving aniamtions, not all the aniamtions have been done yet. It will be fully aniamted like a character when its done.

Its a melee type weapon. like the mutants use, close range invisable weapon that triggers an the dog to do its attack animation.

At the moment we have a few sounds for it so yes its does bark.

Its for ww2 warpath, i think they will just be killnig people in the mod

thanks. But what I meant by the animated question(my bad, i should of worded it better), is will the legs be moving all the time, or will it be normal, as in when you press forward the legs move. But I think the new skeleton part meant yes, i think.

1 more question: Why are the dogs only going to be AI? (my guess is it's either impossible, or to keep the games from turning into "dog wars")

Once again, Great Work

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