Subject: Re: TTW Combat System
Posted by Jerad2142 on Tue, 17 Jan 2012 20:00:29 GMT
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sla.ro(master) wrote on Tue, 10 January 2012 15:58here is a video showing the combat system we are working on

This system will give possibility of 'Rapid Kick', 'Rollover' (maybe swimming too).

this is just a Work In Progress.
Rolling is stock ren, all you have to do is add it to the input file.

Swimming has been in Rp2 for years and many other games like unreal as well, so I would not necessarily start handing out credit for coming up with an "all new" idea.

The kick has a neat implementation however, I assume you are doing a distance check at the end of the animation to find targets then using apply damage to kill them, which would also make sure friendly fire was accounted for.