
Subject: Flying infantry in Renegade.
Posted by [Sir Kane](#) on Thu, 13 May 2004 15:25:27 GMT
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Yes, it is possible:

<http://www.n00bstories.com/image.view.php?id=1319067077>

Subject: Flying infantry in Renegade.
Posted by [Xtrm2Matt](#) on Thu, 13 May 2004 15:33:53 GMT
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Fun

Subject: Flying infantry in Renegade.
Posted by [Deactivated](#) on Thu, 13 May 2004 15:37:06 GMT
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Jumpjet infantry anyone?

Subject: Flying infantry in Renegade.
Posted by [TheKGBspy](#) on Thu, 13 May 2004 16:43:40 GMT
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sweet. is that something to do with a new physic type you added via engine hack, or just an hidden possibility?

btw nice find. hope that you will release how to make that work soon ^^

btw, what does rigidBody physic does?

Subject: Flying infantry in Renegade.
Posted by [Sir Kane](#) on Thu, 13 May 2004 18:03:51 GMT
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It's not a a new physics type, it's some left over from the debug stuff.

Subject: Flying infantry in Renegade.
Posted by [Deactivated](#) on Thu, 13 May 2004 18:30:17 GMT

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Hmm...?

<http://www.cannis.net/yuri/cgi-bin/schlabo/potd.pl?day=27&month=7&year=2003>

Subject: Flying infantry in Renegade.

Posted by [Sir Kane](#) on Thu, 13 May 2004 19:43:42 GMT

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What's that?

Subject: Flying infantry in Renegade.

Posted by [Mad Ivan](#) on Thu, 13 May 2004 19:49:34 GMT

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infantry with low-gravity jumps? From what i see its either that, or Volkov fell from the top of the Tesla Coil...

Subject: Flying infantry in Renegade.

Posted by [Sir Kane](#) on Thu, 13 May 2004 20:05:35 GMT

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Another one for those who don't believe:

(Fly mode disables animations)

Subject: Flying infantry in Renegade.

Posted by [Mad Ivan](#) on Thu, 13 May 2004 20:09:46 GMT

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ok, i give up!

how did you do it, Silent Kane?

Subject: Flying infantry in Renegade.

Posted by [Sir Kane](#) on Thu, 13 May 2004 20:21:01 GMT

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With SK-1337ness-magic.

Some internal stuff actually ;P

Subject: Flying infantry in Renegade.
Posted by [Chronojam](#) on Thu, 13 May 2004 20:33:38 GMT
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You're amazing. Whatever scripts cannot accomplish, you can hack up. Congratulations on the find.

Subject: Flying infantry in Renegade.
Posted by [Sir Kane](#) on Thu, 13 May 2004 21:39:35 GMT
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Yes, yes, da SK is 1337 ;P

Subject: Flying infantry in Renegade.
Posted by [icedog90](#) on Thu, 13 May 2004 22:11:08 GMT
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I've only made flying infantry that "twitch" in mid air.

Subject: Flying infantry in Renegade.
Posted by [Sir Kane](#) on Thu, 13 May 2004 22:31:18 GMT
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Heh, nobody without big engine knowledge could do it how I did it.

Subject: Flying infantry in Renegade.
Posted by [maytridy](#) on Thu, 13 May 2004 22:38:23 GMT
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Nice work. How do they fly? (physics-wise. Do they fly like the orca\apache?)

Subject: Flying infantry in Renegade.
Posted by [Sir Kane](#) on Thu, 13 May 2004 22:45:07 GMT
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forward + straving + view = like standard infantry
up and down = like vtol

Subject: Flying infantry in Renegade.
Posted by [Try_lee](#) on Thu, 13 May 2004 23:37:04 GMT
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Could this be used well in mods, like Reborn, or are there problems with implementing or using it?

Subject: Flying infantry in Renegade.
Posted by [flyingfox](#) on Fri, 14 May 2004 00:33:59 GMT
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Quote:forward + straving + view = like standard infantry
up and down = like vtol

So they're not really flying, just running on air. Flying would put them into superman-like positions in the air.

Subject: Flying infantry in Renegade.
Posted by [Sir Kane](#) on Fri, 14 May 2004 05:56:53 GMT
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You could always add an animation for that, so it's pretty open what they look like in the air.

Subject: Flying infantry in Renegade.
Posted by [Cpo64](#) on Fri, 14 May 2004 06:53:04 GMT
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are they always flying? or is there a way to trigger it on and off?

Subject: Flying infantry in Renegade.
Posted by [Mad Ivan](#) on Fri, 14 May 2004 07:50:16 GMT
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teel us, the simple, how you did it!Oh, great silent kane!

Subject: Flying infantry in Renegade.
Posted by [Deactivated](#) on Fri, 14 May 2004 11:07:45 GMT
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Silent KaneWhat's that?

It's Commando on top of mountain while looking down to valley. You can't just walk there.

Subject: Flying infantry in Renegade.
Posted by [Sir Kane](#) on Fri, 14 May 2004 13:32:03 GMT
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And what's so special about that?

Subject: Flying infantry in Renegade.
Posted by [Mad Ivan](#) on Fri, 14 May 2004 16:40:16 GMT
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i guess he flied there

So, will you brake away from your silence and tell us how you did it?

Subject: Flying infantry in Renegade.
Posted by [Deactivated](#) on Fri, 14 May 2004 17:10:09 GMT
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I guess if he doesn't stay Silent, then he will be silenced?

Subject: Flying infantry in Renegade.
Posted by [ericlaw02](#) on Fri, 14 May 2004 17:11:16 GMT
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Either it's real or jump high and an one side plane....
I think it's real.

Subject: Flying infantry in Renegade.
Posted by [Sir Kane](#) on Fri, 14 May 2004 17:30:10 GMT
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Why should that be fake? It's a leftover from the debug mode(s) and does work perfectly.

Subject: Flying infantry in Renegade.
Posted by [Mad Ivan](#) on Fri, 14 May 2004 18:31:31 GMT
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i understand now hope you release the how-to soon

Subject: Flying infantry in Renegade.
Posted by [Cpo64](#) on Fri, 14 May 2004 19:31:29 GMT
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Is it posible to triger via a script zone?

So you could... um swim? ^_^

Subject: Flying infantry in Renegade.
Posted by [Sir Kane](#) on Fri, 14 May 2004 19:47:06 GMT
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It can be used like any script command, so yes. (And thanks for the idea)

Subject: Flying infantry in Renegade.
Posted by [Cpo64](#) on Fri, 14 May 2004 20:12:19 GMT
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Yay!

That would realy open up alot of things that we never were able to have in renegade.

(Team Fortress mod anyone?)

Subject: Flying infantry in Renegade.
Posted by [Sir Kane](#) on Fri, 14 May 2004 21:59:08 GMT
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OMFG SUPARMAN!!!!

Subject: Flying infantry in Renegade.
Posted by [Oblivion165](#) on Fri, 14 May 2004 22:02:23 GMT
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Imao

Subject: Flying infantry in Renegade.
Posted by [tooncy](#) on Fri, 14 May 2004 23:38:39 GMT
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I think that's no clip mode. I remember someone saying something about it was in an early beta. You would press 'Scroll Lock' or something and you could leave your body and fly around the map.

Subject: Flying infantry in Renegade.
Posted by [Sir Kane](#) on Fri, 14 May 2004 23:43:16 GMT
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Well, I said it's a leftover of the debug modes.

Subject: Flying infantry in Renegade.
Posted by [Mad Ivan](#) on Sat, 15 May 2004 05:49:28 GMT
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cool. Now tell me how to do it
Can a vehicle blocker also block this guy from flying off the map?

Subject: Flying infantry in Renegade.
Posted by [Sir Kane](#) on Sat, 15 May 2004 09:15:44 GMT
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Nope

Subject: Flying infantry in Renegade.
Posted by [Deactivated](#) on Sat, 15 May 2004 09:27:11 GMT
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No to both?

Subject: Flying infantry in Renegade.
Posted by [Sir Kane](#) on Sat, 15 May 2004 11:01:34 GMT
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Yes, no to both.
How would you block infantry with a vehicle blocker?

Subject: Flying infantry in Renegade.
Posted by [Mad Ivan](#) on Sat, 15 May 2004 14:56:15 GMT
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i ment can there be a blocker to block it from flying off the map

Subject: Flying infantry in Renegade.
Posted by [Griever92](#) on Sat, 15 May 2004 17:43:39 GMT
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very nice

Subject: Flying infantry in Renegade.
Posted by [Goltergaul](#) on Sun, 16 May 2004 11:25:30 GMT
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nice make a iving animation in a little lake and maka a screen! would be coool

Subject: Flying infantry in Renegade.
Posted by [Renx](#) on Tue, 18 May 2004 20:42:04 GMT
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Was there any specific thing you're going to use this for? Or did you just do it to show that it could be done?

Subject: Flying infantry in Renegade.
Posted by [Hav0c](#) on Wed, 19 May 2004 19:26:18 GMT
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What he said ^

Subject: Flying infantry in Renegade.
Posted by [Mad Ivan](#) on Wed, 19 May 2004 20:02:09 GMT
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good question
