
Subject: shoulder-launched weapons in renegade
Posted by [jonwil](#) on Wed, 13 Oct 2004 04:42:10 GMT

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Aparently, renegade has code/settings to support shoulder launched weapons but the animation w3ds for the logic are missing.

Anyone know if these animations exist outside of westwood?

Would be good to be able to use this effect in mods.

Subject: shoulder-launched weapons in renegade
Posted by [icedog90](#) on Wed, 13 Oct 2004 04:54:54 GMT

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Someone could always remake them?

Subject: Re: shoulder-launched weapons in renegade
Posted by [Slash0x](#) on Wed, 13 Oct 2004 05:43:54 GMT

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jonwilAparently, renegade has code/settings to support shoulder launched weapons but the animation w3ds for the logic are missing.

Anyone know if these animations exist outside of westwood?

Would be good to be able to use this effect in mods.

Anyone could remake them...I could remake them.

Just take the skeleton and animate it. Save it as the appropriate *.w3d names, should work like a charm. One thing thou, if you want to do this right, you need people to make them, find the best ones, and distribute the best ones among the Renegade community, that way they'll all be the same. I think it would be good if all the upcoming modding groups work together, or there will be a conflict between w3ds like what maps go through.

Subject: shoulder-launched weapons in renegade
Posted by [Oblivion165](#) on Wed, 13 Oct 2004 06:15:48 GMT

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SeaMan asked for those animations awhile back. I dont think anyone has them, not even on beta disk.

Subject: shoulder-launched weapons in renegade
Posted by [Deactivated](#) on Wed, 13 Oct 2004 14:25:59 GMT

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I know they existed at one point because there is a screenshot and a video of Commando using the rocket launcher and holding it at his shoulder.

Subject: Re: shoulder-launched weapons in renegade
Posted by [Sir Phoenixx](#) on Wed, 13 Oct 2004 14:32:15 GMT
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jonwilApparently, renegade has code/settings to support shoulder launched weapons but the animation w3ds for the logic are missing.

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Would be good to be able to use this effect in mods.

Do you mean something like this?

Subject: Re: shoulder-launched weapons in renegade
Posted by [Deactivated](#) on Wed, 13 Oct 2004 14:41:44 GMT
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Sir PhoenixxjonwilApparently, renegade has code/settings to support shoulder launched weapons but the animation w3ds for the logic are missing.

Anyone know if these animations exist outside of westwood?
Would be good to be able to use this effect in mods.

Do you mean something like this?

<http://www.n00bstories.com/image.fetch.php?id=1374499302>

Not exactly. Renegade has a Launcher type setting in weapon presets, but it doesn't work correctly because the associated human animations are missing.

RenAlert does not include them. The impression of the rocket being carried on shoulder in RenAlert is done by moving the origin of the weapon model.

Subject: shoulder-launched weapons in renegade
Posted by [Oblivion165](#) on Wed, 13 Oct 2004 14:47:21 GMT
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SeaManI know they existed at one point because there is a screenshot and a video of Commando using the rocket launcher and holding it at his shoulder.

i know they did exist, ive seen that video, i just dont think they were included in any releases.

Subject: shoulder-launched weapons in renegade
Posted by [Sir Phoenixx](#) on Wed, 13 Oct 2004 14:51:25 GMT
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Then why does he need those animations if he can accomplish the same thing by moving the origin of the model?

Subject: shoulder-launched weapons in renegade
Posted by [Deactivated](#) on Wed, 13 Oct 2004 15:01:10 GMT
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Sir PhoenixxThen why does he need those animations if he can accomplish the same thing by moving the origin of the model?

Because it can be used for other purposes as well. And the launcher animations are slightly different from other animations.

Subject: shoulder-launched weapons in renegade
Posted by [Renardin6](#) on Wed, 13 Oct 2004 20:26:27 GMT
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For him I guess...
