Subject: Dodge moves?
Posted by LucefieD on Tue, 17 May 2005 02:07:38 GMT
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I've been playing around with these I think seaman originaly figured this out but its the edit in the
input.cfg that allows you to exceute a dodge move when you double tap one of the movement
buttons. I think it would be cool add these(might help avoid that anoying hummer/buggy)

Subject: Dodge moves?
Posted by mrpirate on Tue, 17 May 2005 05:38:14 GMT
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It'd be laggy and annoying to try fight with infantry with people dodging all over the place.

Your #1 fan,
tibharvy

Subject: Dodge moves?
Posted by 2000_years on Tue, 17 May 2005 16:48:50 GMT
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they're crap IMO. you dodge at the same speed that you sidestep, and you can't shoot while doing
it.
It lasts for about 3 seconds and you can't stop once you start it, so if you accidentally dodge into a
vehicles path, you can't stop.

Subject: Dodge moves?
Posted by JPNOD on Tue, 17 May 2005 16:53:21 GMT
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Do i have to think something like the one wich you can do in Unreal Tournament? If so i dont
think thats a good idea.
I forgot the name but there was a mod were you were able to roll to the right..

Subject: Dodge moves?
Posted by WNxCABAL on Tue, 17 May 2005 17:53:21 GMT
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no way should this be included!

Subject: Dodge moves?
Posted by Kanezor on Tue, 17 May 2005 18:06:27 GMT
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First thing I do when I install Unreal Tournament for the nth time is I disable dodging. Frickin annoying when I press strafe twice rapidly and instead of sending me where I *want* to go, it sends me two or three times more the distance, often ending up in a predicament (such as falling to my own death or into the line of nonfriendly fire).

Subject: Dodge moves?
Posted by cmatt42 on Wed, 18 May 2005 01:19:18 GMT
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JPNOD
I forgot the name but there was a mod were you were able to roll to the right..

Sole Survivor. That mod is awesome.

Subject: Dodge moves?
Posted by Blazer on Wed, 18 May 2005 01:31:51 GMT
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DiveForward_Primary=W_Key
DiveBackward_Primary=S_Key
DiveLeft_Primary=A_Key
DiveRight_Primary=D_Key

If you put that in your input01.cfg, when you double-tap those keys you will do a dodge/roll.

Subject: Dodge moves?
Posted by clouded_wolf on Mon, 23 May 2005 00:10:01 GMT
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mrpirateIt'd be laggy and annoying to try fight with infantry with people dodging all over the place.

Your #1 fan,
tibharvy
i hate when it gets lagy but it does has its advantages

Subject: Dodge moves?
Posted by LucefieD on Fri, 27 May 2005 01:13:33 GMT
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im pretty sure you can change the animations to be a bit nicer. Maybe a roll(would prob lag tho) and another thing the melee attack couldnt it be set to the punch or kick animation?(like mendoza uses in the sp)

Subject: Dodge moves?
Posted by Renx on Fri, 27 May 2005 01:49:19 GMT
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BlazerDiveForward_Primary=W_Key
DiveBackward_Primary=S_Key
DiveLeft_Primary=A_Key
DiveRight_Primary=D_Key

If you put that in your input01.cfg, when you double-tap those keys you will do a dodge/roll.

Although only you will be able to see yourself roll online..

Subject: Dodge moves?
Posted by flyingfox on Fri, 27 May 2005 18:02:00 GMT
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And once you roll, you repeat the action in lag and slide back to where you should be after the first roll. maybe even a third time. it's horrible. And they don't see you roll, they probably see your character lag a bit.