
Subject: Knife Ingame

Posted by [FynexFox](#) on Fri, 20 Oct 2006 01:07:08 GMT

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Hey everyone. Here with a "t3h own" moment. I got bored one day last week and decided to rig a knife for renegade. Well pah-ching! Its here. All the animations are done, all that has to be done is a 3rd person model and setup in LE. Video!

<http://www.treyb.com/fynexfox/knife.avi>

Im debating wether or not to release this for all of you to use in your mods, but it is for sure going into the Roleplay 2 map.

Subject: Re: Knife Ingame

Posted by [bandie63](#) on Fri, 20 Oct 2006 01:10:15 GMT

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I'm 99% sure Slash0x did that a while ago... cool anyway.

Subject: Re: Knife Ingame

Posted by [crazfulla](#) on Fri, 20 Oct 2006 01:26:34 GMT

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bandie63 wrote on Thu, 19 October 2006 20:10 I'm 99% sure Slash0x did that a while ago... cool anyway.

Slash0x is a noob btw long time no see

Pretty cool nonetheless

Subject: Re: Knife Ingame

Posted by [FynexFox](#) on Fri, 20 Oct 2006 01:27:46 GMT

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Im aware that it has been done before. But seeing as it hasnt been done many times, I figured id let yall know.

Subject: Re: Knife Ingame

Posted by [Canadacdn](#) on Fri, 20 Oct 2006 03:21:33 GMT

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Yeah, that knife will add a lot of fun gameplay elements to Rp2.
You can get the latest beta by clicking the picture in my sig.

It's the newest one, rp2prebeta3. Released this month.

Subject: Re: Knife Ingame

Posted by [Viking](#) on Fri, 20 Oct 2006 03:29:21 GMT

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I was gonna do this eventually with the same knife model but I am to dam lazy so cool!

Make a level with knives only lol and swords and mabe a axe for some 1 hit kill action!

CROSSBOW FTW!

Subject: Re: Knife Ingame

Posted by [icedog90](#) on Fri, 20 Oct 2006 08:26:11 GMT

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Try making the swipe animation a LOT faster. It'll look much more realistic that way. Also, you should post a video of killing someone with it to demonstrate the range it has and damage it deals.

Subject: Re: Knife Ingame

Posted by [Zion](#) on Fri, 20 Oct 2006 12:24:36 GMT

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Make right click do a side slash too, so there's more than one animation. Or randomize the animation between the two.

Great work nonetheless.

Subject: Re: Knife Ingame

Posted by [Viking](#) on Sat, 21 Oct 2006 01:51:33 GMT

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Oh and when you are setting up the firing.

Make it like a shotgun so you can hit someone easier not only one shot at a time like the handgun!

I dont know if you understand me noone dose...

Subject: Re: Knife Ingame

Posted by [FynexFox](#) on Sat, 21 Oct 2006 02:07:32 GMT

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I understand what your saying. I will work it out with canada, well come up with what works best etc etc.

Subject: Re: Knife Ingame

Posted by [Jerad2142](#) on Sat, 21 Oct 2006 02:09:06 GMT

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Viking wrote on Fri, 20 October 2006 19:51Oh and when you are setting up the firing.

Make it like a shotgun so you can hit somone easier not only one shot at a time like the handgun!

I dont know if you understand me noone dose...

I do, of course I am making a Legend of Zelda multi player game for Renegade (I have all of its weapons so far including swords and I do use a shotgun bullet spray effect on the swords to make it easier hit your enemies).

Subject: Re: Knife Ingame

Posted by [Veyrdite](#) on Sat, 21 Oct 2006 08:03:34 GMT

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ZELDA!!!!

which version of zelda?

Subject: Re: Knife Ingame

Posted by [Jerad2142](#) on Sat, 21 Oct 2006 14:13:51 GMT

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dthdealer wrote on Sat, 21 October 2006 02:03ZELDA!!!!
which version of zelda?

All 3d versions (Excluding Wind Waker, and the newest one [obviously because I haven't played it yet]), but it is only going to be multiplayer, and it actually is going to have all of the places from OCT, and Majora's Mask (all in one super big level).

Subject: Re: Knife Ingame

Posted by [FynexFox](#) on Sat, 21 Oct 2006 16:35:14 GMT

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Hey Jerad, im looking forward to this. That sounds like itll be a lot of fun.

I am going to rework all animations. The enter and exit will be more involved. The first attack animation will be a slash, second is stab. Slash does less damage but can be done faster.

Subject: Re: Knife Ingame

Posted by [Spice](#) on Sat, 21 Oct 2006 22:31:29 GMT

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Remember not to rip from N64 games.

Subject: Re: Knife Ingame

Posted by [JeepRubi](#) on Sat, 21 Oct 2006 23:48:58 GMT

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Lol, i think its too late...

Subject: Re: Knife Ingame

Posted by [Jerad2142](#) on Sun, 22 Oct 2006 02:05:01 GMT

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No, actually I did not rip anything from the N64 game, I made it all myself (but thats only because I did not have any way to rip the 3d models from the game).
