
Subject: Exciting new feature for Renegade's multiplayer
Posted by [Jerad2142](#) on Fri, 22 Jun 2007 00:24:37 GMT
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Some people said it could never be done.....

Subject: Re: Exciting new feature for Renegade's multiplayer
Posted by [Ryu](#) on Fri, 22 Jun 2007 00:29:09 GMT
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It's a bit bland imo, if you made the sword thing go from bottom left to top right, It would kick ass.

Good job non the less.

Subject: Re: Exciting new feature for Renegade's multiplayer
Posted by [Cpo64](#) on Fri, 22 Jun 2007 00:29:33 GMT
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who said that?

Subject: Re: Exciting new feature for Renegade's multiplayer
Posted by [Jerad2142](#) on Fri, 22 Jun 2007 00:34:31 GMT
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I am referring to how you can not make charters play through animations, I have read that some people said it was not possible to make you throw a grenade correctly, but now it can be done.

Subject: Re: Exciting new feature for Renegade's multiplayer
Posted by [nopol10](#) on Fri, 22 Jun 2007 00:43:23 GMT
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Nice, but the animations are a bit choppy.

This is the script you have been working on not so long ago right?

Subject: Re: Exciting new feature for Renegade's multiplayer
Posted by [Oblivion165](#) on Fri, 22 Jun 2007 00:55:16 GMT
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Coolness, I can tell how how this would have been. Now if we can just get the human animation

overrides to work we could have a t-rex or something.

Subject: Re: Exciting new feature for Renegade's multiplayer

Posted by [Viking](#) on Fri, 22 Jun 2007 01:34:46 GMT

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I think RP2 did this with the dual handguns you do a animation for a short whyle?

Subject: Re: Exciting new feature for Renegade's multiplayer

Posted by [nopol10](#) on Fri, 22 Jun 2007 01:39:27 GMT

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RP2's dual handguns had screwed up animations.

Subject: Re: Exciting new feature for Renegade's multiplayer

Posted by [Canadacdn](#) on Fri, 22 Jun 2007 03:07:47 GMT

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Thank god. Give this to arr pee two so we can fix the grenade, knife and sword animations.

Subject: Re: Exciting new feature for Renegade's multiplayer

Posted by [Jerad2142](#) on Fri, 22 Jun 2007 03:21:13 GMT

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nopol10 wrote on Thu, 21 June 2007 18:43Nice, but the animations are a bit choppy.

This is the script you have been working on not so long ago right?

Choppy animations are the recorder, the game started to lag the second I started fraps, they play fine other wise (not that I am a good animator for people though).

Viking wrote on Thu, 21 June 2007 19:34I think RP2 did this with the dual handguns you do a animation for a short whyle?

Renegade will only play the first frame of the animation, so I made the first frame holding the guns out. This new script will force the animation to go through and play all the frames (it is also using a script that detects when you fire the gun, and also sends a custom when you reload).

Oh ya, the script also works for taunts.

And there is no fram limitation to the script either, the only thing that is a limitation is that you can not move or shot after the animation starts, and there is NO way to correct this under the system I am using.

Subject: Re: Exciting new feature for Renegade's multiplayer

Posted by [jonwil](#) on Fri, 22 Jun 2007 05:34:51 GMT

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Care to share that script with RA:APB so they can improve the Grenadier?

Subject: Re: Exciting new feature for Renegade's multiplayer

Posted by [cmatt42](#) on Fri, 22 Jun 2007 05:50:16 GMT

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Wait, why on Earth would you want people unable to move while an animation such as this is playing?

Subject: Re: Exciting new feature for Renegade's multiplayer

Posted by [Viking](#) on Fri, 22 Jun 2007 05:55:22 GMT

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Yeah that would suck anus if you could not move when firing...

Subject: Re: Exciting new feature for Renegade's multiplayer

Posted by [nopol10](#) on Fri, 22 Jun 2007 06:12:45 GMT

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I think it's because it will be interrupted by the running or walking animations.

Subject: Re: Exciting new feature for Renegade's multiplayer

Posted by [Jerad2142](#) on Fri, 22 Jun 2007 07:54:55 GMT

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nopol10 wrote on Fri, 22 June 2007 00:12 I think it's because it will be interrupted by the running or walking animations.

Kind of not really though. I will release the script soon, with all the other scripts I am working on (read me will have to be made first).

Subject: Re: Exciting new feature for Renegade's multiplayer

Posted by [Cpo64](#) on Fri, 22 Jun 2007 19:28:09 GMT

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As far as I'm aware, you can't break the skeleton into too portions. There for, when you have an animation playing for swinging a sword around, and you were to walk while this was happening,

you would end up with the characters feet sliding across the ground.

This would be why the character's position becomes locked while "firing"?

Subject: Re: Exciting new feature for Renegade's multiplayer

Posted by [Jerad2142](#) on Sat, 23 Jun 2007 16:22:03 GMT

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Just keep in mind that a 30 frame animation takes 1 second, so thats a lot of animation you can put into one second. And you would only be stopped for one second.
