

---

Subject: Neck Break Melee Attack for Renegade  
Posted by [bat66wat6](#) on Sat, 10 Nov 2007 23:13:35 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I have had a funny idea for a mod

Is it possible to create a Melee type attack that when you are within X distance of an enemy you can perform a Neck-Breaking move that kills them instantly?

---

---

Subject: Re: Neck Break Melee Attack for Renegade  
Posted by [R315r4z0r](#) on Sun, 11 Nov 2007 00:41:08 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Well.. you could always make your weapon have a secondary attack (right click) and that would be a melee attack. A simple animation of ramming the gun with an invisible projectile at point blank range.

However, a "neck break" would require more. I would think it would have to be it's own weapon.

---

---

Subject: Re: Neck Break Melee Attack for Renegade  
Posted by [bat66wat6](#) on Sun, 11 Nov 2007 01:22:31 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Ramming the gun in the guys face with an invisible projectile, like the Death projectile would be good but the Neck Break would be better->Unless you took time to make the gun ram for all infantry weapons

LOL, it would be funny in a tunnel to run out and whack someone over the head with your ramjet rifle! xD

---

---

Subject: Re: Neck Break Melee Attack for Renegade  
Posted by [Veyrdite](#) on Mon, 12 Nov 2007 02:23:32 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

What about secondary scope? It sucks but no-ones going to replace it.  
Jerad has made a script to force a body animation on the firer when firing, maybe he can show you how to reverse that, and instead do it on the target/

---

---

Subject: Re: Neck Break Melee Attack for Renegade  
Posted by [terminator 101](#) on Mon, 12 Nov 2007 02:51:49 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

bat66wat6 wrote on Sat, 10 November 2007 20:22LOL, it would be funny in a tunnel to run out and whack someone over the head with your ramjet rifle! xD  
Why whack? Why not use it as a spear instead, and impale someone.

---

---

Subject: Re: Neck Break Melee Attack for Renegade  
Posted by [Veyrdite](#) on Mon, 12 Nov 2007 04:10:13 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

...or have a sniper rifle that makes heads fly 20 feet and bounce off walls

---

---

Subject: Re: Neck Break Melee Attack for Renegade  
Posted by [nopol10](#) on Mon, 12 Nov 2007 08:30:52 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Is there no way to improve the physics of Renegade?

---

---

Subject: Re: Neck Break Melee Attack for Renegade  
Posted by [jnz](#) on Mon, 12 Nov 2007 10:07:13 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

nopol10 wrote on Mon, 12 November 2007 08:30Is there no way to improve the physics of Renegade?

Yes, this is completely possible. However, it would mean client-side and server-side modifications. Some players wouldn't have the client side modifications and some server owners wouldn't have the server-side modifications. Some total conversion versions have changed the physics slightly to allow for certain things.

---

---

Subject: Re: Neck Break Melee Attack for Renegade  
Posted by [nopol10](#) on Mon, 12 Nov 2007 11:13:16 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

It would be cool to have Crysis style physics... but that's just a dream that would never come true (none of my dreams have ever come true anyway).

---

---

Subject: Re: Neck Break Melee Attack for Renegade  
Posted by [jnz](#) on Mon, 12 Nov 2007 12:43:22 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

The renegade 2007 team are building a vanilla renegade on another engine.

---

---

Subject: Re: Neck Break Melee Attack for Renegade  
Posted by [R315r4z0r](#) on Mon, 12 Nov 2007 18:25:41 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

nopol10 wrote on Mon, 12 November 2007 06:13It would be cool to have Crysis style physics... but that's just a dream that would never come true (none of my dreams have ever come true anyway).

<http://dead6.renevo.com/>

<http://www.renegade2007.com/>

---

---

Subject: Re: Neck Break Melee Attack for Renegade  
Posted by [bat66wat6](#) on Mon, 12 Nov 2007 18:32:30 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Well, i am thinking more along the lines of, if you run out of ammo

Or a simpler easier way as nearly all characters in the game have one Online. You could only make this Instant Kill knock out attack with the Pistol

Probably using a script so that when you are withing X distance the player thrust's the gun and whacks the enemy on his head really hard! Thusly killing him...

Doing it this way is simpler and you would not need to overwrite the sniper zoom or secondary attack as the pistol has none other than that of it's primary fire!

---