
Subject: Raveshaw throw
Posted by [Canadacdn](#) on Thu, 13 Dec 2007 06:09:21 GMT
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Has anyone figured out yet how the hell the Raveshaw boss can throw you in M08? Is it a script, or certain special settings that WW removed, or what?

Subject: Re: Raveshaw throw
Posted by [IronWarrior](#) on Thu, 13 Dec 2007 06:12:57 GMT
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Canadacdn wrote on Thu, 13 December 2007 00:09Has anyone figured out yet how the hell the Raveshaw boss can throw you in M08? Is it a script, or certain special settings that WW removed, or what?

Aww, I was asking Zunnie about this a few years ago, but he didn't know.

Subject: Re: Raveshaw throw
Posted by [reborn](#) on Thu, 13 Dec 2007 06:50:03 GMT
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I always thought it was a w3d animation that was triggered by either proximity or his weapon. I dunno, but that would be how I first tried to duplicate it.

Subject: Re: Raveshaw throw
Posted by [Viking](#) on Thu, 13 Dec 2007 20:21:47 GMT
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Where is Jonwil when we need him?

Subject: Re: Raveshaw throw
Posted by [cnc95fan](#) on Thu, 13 Dec 2007 21:15:43 GMT
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Jonwil might be able to make the script for it, but thats not what hes looking for, I'de be interested myself to find out what made it possible. Ill try and dissect that level and see whats there.

Subject: Re: Raveshaw throw
Posted by [Spice](#) on Thu, 13 Dec 2007 22:27:42 GMT
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jonwil wrote on complicationIt's not possible.

Subject: Re: Raveshaw throw
Posted by [cnc95fan](#) on Thu, 13 Dec 2007 22:32:15 GMT
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Jonwil also said it wasn't possible for vechiles to go upside down without exploding. (maybe he didn't say that, but thats what I was told.)

Subject: Re: Raveshaw throw
Posted by [Caveman](#) on Thu, 13 Dec 2007 22:45:44 GMT
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cnc95fan wrote on Thu, 13 December 2007 22:32Jonwil also said it wasn't possible for vechiles to go upside down without exploding. (maybe he didn't say that, but thats what I was told.)

To go upside down no but to stay upside down yes, well atleast from what I can remember.

Subject: Re: Raveshaw throw
Posted by [cnc95fan](#) on Thu, 13 Dec 2007 22:48:47 GMT
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To go AND stay.

Subject: Re: Raveshaw throw
Posted by [jnz](#) on Thu, 13 Dec 2007 23:21:50 GMT
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Making tanks go upside down without exploding is possible. Also the pushback from raveshaw is possible. Maybe not server side, but possible.

Subject: Re: Raveshaw throw
Posted by [Viking](#) on Thu, 13 Dec 2007 23:37:11 GMT
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I have a picture of my tank on it's side.

It was like that for 2 minutes before some nice guy in a APC came and pushed me back onto my tracks!

Subject: Re: Raveshaw throw
Posted by [Zion](#) on Fri, 14 Dec 2007 01:26:12 GMT
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I actually heard somewhere that he may have spawned a collision box at a bone on his hand, that moved you, then pushed you back and at the last minute, it would delete itself and send you flying.

Else, Danpaul is bound to find a way!

Subject: Re: Raveshaw throw
Posted by [Viking](#) on Fri, 14 Dec 2007 01:27:15 GMT
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Thats a good idea there Zion. Someone should try this maybe?

Subject: Re: Raveshaw throw
Posted by [IronWarrior](#) on Fri, 14 Dec 2007 01:27:28 GMT
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Viking wrote on Thu, 13 December 2007 15:37I have a picture of my tank on it's side.

It was like that for 2 minutes before some nice guy in a APC came and pushed me back onto my tracks!

As this image shows, women can't dream nor can Viking.

Subject: Re: Raveshaw throw
Posted by [Viking](#) on Fri, 14 Dec 2007 01:29:12 GMT
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It was fucking lag I can too drive!

Subject: Re: Raveshaw throw
Posted by [Xpert](#) on Fri, 14 Dec 2007 02:43:56 GMT

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I just completely ignored everything else and laughed at that med LOL

Subject: Re: Raveshaw throw

Posted by [Viking](#) on Fri, 14 Dec 2007 03:45:38 GMT

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Xpert wrote on Thu, 13 December 2007 20:43I just completely ignored everything else and laughed at that med LOL

Yeah, I sat there shooting the airstrip for like 2 minutes!

Subject: Re: Raveshaw throw

Posted by [Majiin Vegeta](#) on Sat, 15 Dec 2007 00:46:52 GMT

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Viking wrote on Thu, 13 December 2007 23:37I have a picture of my tank on it's side.

It was like that for 2 minutes before some nice guy in a APC came and pushed me back onto my tracks!

i believe they only blow up past certain rotation.. which yours is not fully on its side but on a hill so its still at an angle

if it was on a flat level surface you would have blown up

Subject: Re: Raveshaw throw

Posted by [bisen11](#) on Sat, 15 Dec 2007 06:36:49 GMT

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Viking wrote on Thu, 13 December 2007 20:27Thats a good idea there Zion. Someone should try this maybe?

Go ahead and try it then, rather then telling other people to =P

Subject: Re: Raveshaw throw

Posted by [Viking](#) on Sat, 15 Dec 2007 06:50:37 GMT

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Sry, too lazy.

Subject: Re: Raveshaw throw
Posted by [Renx](#) on Sat, 15 Dec 2007 16:50:05 GMT
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Spawn one of these raveshaws in a full server and watch him go.

Subject: Re: Raveshaw throw
Posted by [GEORGE ZIMMER](#) on Tue, 18 Dec 2007 19:13:01 GMT
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Renx wrote on Sat, 15 December 2007 10:50Spawn one of these raveshaws in a full server and watch him go.
HOORAY CRASHING.

But yeah, I'd love it if there were more scripts for melee attacks in Renegade. Ones that are somewhat practical.

Subject: Re: Raveshaw throw
Posted by [Jerad2142](#) on Thu, 20 Dec 2007 18:30:28 GMT
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Okay here is the deal, if someone can figure out how Raveshaw throws you I might be able to make it so weapons throw you.

Subject: Re: Raveshaw throw
Posted by [Viking](#) on Fri, 21 Dec 2007 04:39:57 GMT
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Isn't their already a gravity gun in RP2?

Subject: Re: Raveshaw throw
Posted by [Jerad2142](#) on Fri, 21 Dec 2007 16:34:55 GMT
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Viking wrote on Thu, 20 December 2007 21:39Isn't their already a gravity gun in RP2?
Ah, your the second person thats brought that up but in fact thats way way different and in comparison its just a fake. What the gravity gun does is it shoots bullets that are in the shape of flat planes with physical collision enabled on them. The only way they effect the vehicle is when

they go under it, the wheels of the vehicle raise up to sit on top of the planes, which in turn raises the vehicle up.

Subject: Re: Raveshaw throw
Posted by [FireRescue343](#) on Sat, 22 Dec 2007 18:59:08 GMT
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probably w3d animation

Subject: Re: Raveshaw throw
Posted by [GEORGE ZIMMER](#) on Sun, 23 Dec 2007 20:19:53 GMT
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HOLY SHIT, A .W3D ANIMATION?! WELL I'LL BE DAMNED, I NEVER THOUGHT OF THAT.

Subject: Re: Raveshaw throw
Posted by [Slave](#) on Sun, 23 Dec 2007 22:56:20 GMT
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Nice job bashing a 12 years old who's only trying to help, how useless it might be, and how retarded he might behave sometimes.

My 2 cents on the topic:

The only thing im aware of that is thrown in an arc is grenadier ammo. What if you attach a character to it somehow?

Subject: Re: Raveshaw throw
Posted by [cnc95fan](#) on Sun, 23 Dec 2007 23:58:33 GMT
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Slave wrote on Sun, 23 December 2007 16:56Nice job bashing a 12 years old who's only trying to help, how useless it might be, and how retarded he might behave sometimes.

My 2 cents on the topic:

The only thing im aware of that is thrown in an arc is grenadier ammo. What if you attach a character to it somehow?

Something tells me he's not 12(Date Of Birth: December 25, 1984)

However I find the December the 25th quite intereging. ^^

Subject: Re: Raveshaw throw

Posted by [Jerad2142](#) on Mon, 24 Dec 2007 05:00:20 GMT

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royal to the brotherhood wrote on Sat, 22 December 2007 11:59 probably w3d animation
Even if it was a w3d animation thats not really what I am hunting for, I am looking for what detects
you hitting the walls and stuff. If we can figure that out, who knows what we will be able to do.

Subject: Re: Raveshaw throw

Posted by [HORQWER](#) on Mon, 24 Dec 2007 14:22:44 GMT

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guys i just wanted to tell that i changed the walk-thros info to Raveshaw Bosses info and ingame
when i get near a soldier the soldier get down into the map a little bit so it is a w3d animation it
is just it did not do the animation then i get near the soldier

Subject: Re: Raveshaw throw

Posted by [FireRescue343](#) on Thu, 27 Dec 2007 13:59:07 GMT

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lol im not twelve.....

Subject: Re: Raveshaw throw

Posted by [FireRescue343](#) on Thu, 27 Dec 2007 14:10:12 GMT

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i didnt mean to suggest i am agreeing with the fact that that people had been saying it was w3d
