Subject: Taunts
Posted by _SSnipe_ on Tue, 22 Apr 2008 02:11:42 GMT
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i think i may of asked this before but is anyone sure that you cant make your own custom taunts?
an old freind had a file to do new taunts in any server he went into it was like a .key file or
somthing......

can i make something like that? to do new taunts?
anyway at all? .key file? objects file? scripts?

all client side of course

Subject: Re: Taunts
Posted by BlueThen on Tue, 22 Apr 2008 02:16:02 GMT
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http://renhelp.net/index.php?mod=Tutorials&action=view&id=65

I may warn you, some server owners don't like it when people use these in their servers, it's
annoying, and can make people suspicious.

Subject: Re: Taunts
Posted by _SSnipe_ on Tue, 22 Apr 2008 03:53:34 GMT
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taunts...as in animations like when u press numpad

Subject: Re: Taunts
Posted by reborn on Tue, 22 Apr 2008 06:16:39 GMT
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You can, but it will only work for your client only. You would see it do something different, but
everyone else would see the normal animation.

If you're happy with that, then open up SSGM and look at what animations the server tells the
clients to play with that taunts.
Then rename someother animation in your always.dat that you have played and like to the file
names listed in SSGM.

Subject: Re: Taunts
Posted by _SSnipe_ on Tue, 22 Apr 2008 06:39:29 GMT

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Subject: Re: Taunts
Posted by reborn on Tue, 22 Apr 2008 06:45:23 GMT

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Reading between the lines here, it looks like someone you know has (or claims to have) some file that allows you to make your own choosen animations play on any server?

That seems a little un-likely I think. The server sets the animation to start playing on the client, I don't really see how it's possible client side only.

You could make a server-side mod that chooses the animation to play from some huge-ass array, so everytime a client presses the taunt keys it plays a random animation. But as for a client only mod to do this in ANY server, it seems a little un-likely :-/

Maybe i'm wrong, i've never much looked into client side mods TBH. I always associated it with cheating.

Subject: Re: Taunts
Posted by _SSnipe_ on Tue, 22 Apr 2008 13:51:24 GMT

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hmmmmmmm

Subject: Re: Taunts
Posted by HeavyX101- Left on Wed, 23 Apr 2008 22:43:17 GMT
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the true thing that the taunt source is in the server side files
but is there a way that the coders/scripters of renegade could make something in the settings of the renegade make a something like they make the bhs.dll options i think   lol it would be cool if they did another one that is letting u choose the tounds u made and they are not going to in server side only   u could use them in ur own renegade server
i wish they could do that

Subject: Re: Taunts
Posted by reborn on Wed, 23 Apr 2008 23:02:41 GMT
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You could write code for servers to enable all of the taunts, but it would only work in servers that have this code.

I'm pretty sure it isn't possible client side, but as soon as someone says it isn't possible someone else proves them wrong. So i'm not saying for sure, but I think you will try for a long time without success to do this.

Subject: Re: Taunts
Posted by HeavyX101- Left on Wed, 23 Apr 2008 23:05:01 GMT
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the bad thing is that i dont know coding
lol i kno some but i dont really kno what to ssave the code as
i dont really want to ask for help but if some one is glad to help please do lol

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