
Subject: Raveshaw Throw

Posted by [medmech12](#) on Tue, 15 Jul 2008 16:35:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hey, has anyone figured out how the Raveshaw boss in M08 can throw you? I've been trying to figure this out for like 2 days and i cant get it...

Subject: Re: Raveshaw Throw

Posted by [jnz](#) on Tue, 15 Jul 2008 16:53:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

It's an animation with a few scripts attached most likely.

Subject: Re: Raveshaw Throw

Posted by [medmech12](#) on Tue, 15 Jul 2008 17:41:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

What scripts? I found the animations but they wont work.

Subject: Re: Raveshaw Throw

Posted by [Canadacdn](#) on Tue, 15 Jul 2008 17:47:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

I've come to the conclusion that it's done by a bunch of animations that would attach Havoc to a bone on Raveshaw's arm and throw him. However, I cannot figure out how to make this work properly, as all of the boss settings for Raveshaw have been removed from LevelEdit.

Subject: Re: Raveshaw Throw

Posted by [cnc95fan](#) on Tue, 15 Jul 2008 18:50:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

Perhaps a bone extends him to a certain distance..

Subject: Re: Raveshaw Throw

Posted by [mr£\\$Ä-z](#) on Tue, 15 Jul 2008 19:59:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

or when he gets you you will "disappear". You and raveshaw are 1 Animated model, after a timer expired you get back your control or something like that?

There could be so many ways...

EDIT i just played M08 i noticed raveshaw is a wrestling star!

File Attachments

1) [w1a.jpg](#), downloaded 433 times



2) [W2a.jpg](#), downloaded 427 times



3) [W3a.jpg](#), downloaded 415 times



4) [W4a.jpg](#), downloaded 421 times



Subject: Re: Raveshaw Throw

Posted by [medmech12](#) on Wed, 16 Jul 2008 17:28:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hey guys, um I made a raveshaw boss in a new map that i made, he threw me off the map. WTF?!?!?!?!?! If anyone wants this map plz just leave a message here.

Subject: Re: Raveshaw Throw
Posted by [Veyrdite](#) on Thu, 17 Jul 2008 02:41:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

Try renaming the tutorial level file and replacing it with your map file. Some things only work in single-player mode.

Subject: Re: Raveshaw Throw
Posted by [GEORGE ZIMMER](#) on Thu, 17 Jul 2008 06:56:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

This is where source code would come in handy. Otherwise, I'm pretty sure no one knows exactly how it's done, save for the Westwood coders.
