Subject: dive

Posted by medmech12 on Fri, 15 Aug 2008 23:31:45 GMT

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Hey does anyone know how to make it so that if u double tap w a s or d then you do a dive?

Subject: Re: dive

Posted by _SSnipe_ on Fri, 15 Aug 2008 23:33:38 GMT

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u mean in water?

Subject: Re: dive

Posted by medmech12 on Fri, 15 Aug 2008 23:40:52 GMT

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no i mean like on land you dive forward to avoid an attack or something

Subject: Re: dive

Posted by SSnipe on Fri, 15 Aug 2008 23:44:55 GMT

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medmech12 wrote on Fri, 15 August 2008 16:40no i mean like on land you dive forward to avoid an attack or something

not sure ask candahcn? or how ever u spell his name..he knows i believe

Subject: Re: dive

Posted by u6795 on Sat, 16 Aug 2008 00:29:39 GMT

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It's all animations and keybinding. You open up keys.cfg and bind the animation to a key on your keyboard and voila.

Canada fucks around with his custom ones all the time so yeah.

Subject: Re: dive

Posted by GEORGE ZIMMER on Sat, 16 Aug 2008 08:17:52 GMT

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I'd like to see a mod implement decent diving though, something like Star Wars Battlefront two.

The ones used in ren are alot more problematic than helpful...

Subject: Re: dive

Posted by _SSnipe_ on Sat, 16 Aug 2008 17:10:35 GMT

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u6795 wrote on Fri, 15 August 2008 17:29lt's all animations and keybinding. You open up keys.cfg and bind the animation to a key on your keyboard and voila.

Canada fucks around with his custom ones all the time so yeah. does it have to be serverside

Subject: Re: dive

Posted by BlueThen on Sat, 16 Aug 2008 17:17:23 GMT

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I'm sure the old beta used to have dive, if you looked at the input/keys (forgot which), you'll see controls set for it.

Subject: Re: dive

Posted by medmech12 on Sat, 16 Aug 2008 20:13:23 GMT

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k thanks everyone

Subject: Re: dive

Posted by Canadacdn on Sun, 17 Aug 2008 18:06:40 GMT

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Put this in C:/Westwood/Renegade/Data/Config to enable diving. Keep in mind it can get kind of annoying when you do it accidentally.

This file also swaps the crouch and walk keys.

File Attachments

1) input01.cfg, downloaded 95 times

Subject: Re: dive

Posted by medmech12 on Sun, 17 Aug 2008 18:41:32 GMT

ok thanks

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