
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 17:29It'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 46 times

Subject: Re: dive

Posted by [medmech12](#) on Sun, 17 Aug 2008 18:41:32 GMT

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ok thanks
