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Subject: punching attack for melee weapon  
Posted by [shippo](#) on Tue, 29 Dec 2009 00:23:29 GMT  
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hey I was wondering if anyone new how to create the melee weapon with the punch animation(like the initiates in the single player). right now you have the melee weapon preset however ingame you basicly are standing still and there is no movement. what i am after is to make a character attack like the initiates in single player (aka to "animate the punch" and cause dammange) I assume that if it is in the single player, that the data/script must be somewere in the always data.

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Subject: Re: punching attack for melee weapon  
Posted by [ErroR](#) on Tue, 29 Dec 2009 12:11:20 GMT  
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i tried it. Got chicken's attack animation

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Subject: Re: punching attack for melee weapon  
Posted by [GEORGE ZIMMER](#) on Tue, 29 Dec 2009 12:48:22 GMT  
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I don't know why, but animations will only play one frame when in multiplayer. It works fine in singleplayer and skirmish, but not in LAN and online.

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