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Subject: Medieval themed mod, anyone interested?  
Posted by [Sir Phoenixx](#) on Thu, 05 Jun 2003 01:02:28 GMT  
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I was wondering is hand-to-hand and melee weapons of varying sizes possible? And how would it be done?

(Example: daggers, knives, swords, axes, spears, etc.)

(Thinking about a Medieval type theme...)

(edit: So would there be anyone that would be intested in working on a Medieval themed mod? Skinners, mappers, bonners, scripters, etc.)

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Subject: Medieval themed mod, anyone interested?  
Posted by [spreegem](#) on Thu, 05 Jun 2003 01:13:29 GMT  
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that would be cool SOME ONE HELP HIM

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Subject: Medieval themed mod, anyone interested?  
Posted by [maytridy](#) on Thu, 05 Jun 2003 01:13:47 GMT  
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I've always thought about a midevil mod. I think you could to daggers and stuff. Just attach a damage zone to the model, and give it a fire animation (e.g. stabbing motion). Then you could hack people to death.

MUAHAHAHAHAHAHA!

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Subject: Medieval themed mod, anyone interested?  
Posted by [Skier222](#) on Thu, 05 Jun 2003 01:16:11 GMT  
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lol, that would be a cool mod. well i think Maytridys right. Just attach a damage zone. that will be cool if it works

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Subject: Medieval themed mod, anyone interested?

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Posted by [Sir Phoenixx](#) on Thu, 05 Jun 2003 01:19:59 GMT

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I was thinking of having a medieval themed mod, melee and ranged weapons (bows, crossbows, throwing knives/axes/spears/etc.) and magic (fire ball, lightning, etc. For these there could just be the hands on screen with a glowing ball of fire/electricity)... The sides could be two 'clans', one is evil (nod), the other is good(gdi).

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Subject: Medieval themed mod, anyone interested?

Posted by [maytridy](#) on Thu, 05 Jun 2003 01:26:17 GMT

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You bastard, that was so my idea! Dam, should have posted sooner!

\*Stomps off and smashes windows\*

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Subject: Medieval themed mod, anyone interested?

Posted by [Sir Phoenixx](#) on Thu, 05 Jun 2003 01:30:36 GMT

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Good thing I was giving Psychic abilities.

Who would be interested in playing (or working on... ) a medieval themed mod?

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Subject: Medieval themed mod, anyone interested?

Posted by [maytridy](#) on Thu, 05 Jun 2003 01:59:15 GMT

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Haha.

Well, I would love to play it, but as you know, I'm involved with Modern Warfare right now, so I'm teid up.

Make a new thread, see what kind of support you get.

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Subject: Medieval themed mod, anyone interested?

Posted by [JRPereira](#) on Thu, 05 Jun 2003 03:00:44 GMT

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you could possibly give a really short ranged invisible projectile, have the weapon default

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animation be the kind of "ready to strike" animation, and have the reload animation be a quick hit with the weapon. Maybe if you slow the projectile right, you could give the appearance that halfway through the strike animation, you'd do damage to the opponent.

Likewise misses could be simulated using the same slow projectile.

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Subject: Medieval themed mod, anyone interested?  
Posted by [ApocXS](#) on Thu, 05 Jun 2003 03:23:17 GMT  
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sounds like a cool idea... i'd play it but i have no idea on how to model or skin though so i couldnt help out in making the mod..

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Subject: Medieval themed mod, anyone interested?  
Posted by [Sir Phoenixx](#) on Fri, 06 Jun 2003 01:41:22 GMT  
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\*Bump\*

Anyone?

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Subject: Medieval themed mod, anyone interested?  
Posted by [CNCWarpath](#) on Fri, 06 Jun 2003 11:29:18 GMT  
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Well As You Decided Not To Help Out Warpath I Actually Do Have Some Spare Time! But tut tut.....

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Subject: Medieval themed mod, anyone interested?  
Posted by [Sir Phoenixx](#) on Fri, 06 Jun 2003 13:00:10 GMT  
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CNCWarpathWell As You Decided Not To Help Out Warpath I Actually Do Have Some Spare Time! But tut tut.....

What?

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Subject: Medieval themed mod, anyone interested?

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Posted by [CNCWarpath](#) on Fri, 06 Jun 2003 13:24:10 GMT

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Imdgr8one Told me that you couldnt help me out with Warpath, i actually do have some spare time and could help you with your medevil mod, but in return maybe you could help out warpath.

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Subject: Medieval themed mod, anyone interested?

Posted by [gendres](#) on Fri, 06 Jun 2003 15:09:21 GMT

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I would like to play something like that

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Subject: Medieval themed mod, anyone interested?

Posted by [ArUsH4nll](#) on Fri, 06 Jun 2003 22:26:01 GMT

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Yeah!, I would love to play that, Crossbows would be pretty mad.

Oh,and instead of normal vechiles, eg MRLS: Make it a caterpault.

Now that WOULD be cool.

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Subject: Medieval themed mod, anyone interested?

Posted by [Sir Phoenixx](#) on Fri, 06 Jun 2003 22:46:10 GMT

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ArUsH4nllYeah!, I would love to play that, Crossbows would be pretty mad.

Oh,and instead of normal vechiles, eg MRLS: Make it a caterpault.

Now that WOULD be cool.

We were also thinking about stuff like horses and elephants and such too.

I have a modeler (me!), skinner and a weapons properties scripts guy...

We need a character modeler (to model the amazons, holy knights, mages, etc. And to also model the animal "vehicles" if we use them.), mappers, another skinner, an animator to do the animations for the melee attacks and other stuff. And anyone else who would be interested in helping.

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Subject: Medieval themed mod, anyone interested?

Posted by [ArUsH4nll](#) on Sat, 07 Jun 2003 03:08:22 GMT

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lol.

In game conversation.

Lunarscap:Lets Elephant rush the castle!

Suminar:Ok good idea!, we need about 3 of them!

Da1337:Hold on a sec, i need some more peanuts, my elephant isnt moving.

lol

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