
Subject: the Medieval mod
Posted by [pulverizer](#) on Mon, 14 Jul 2003 16:59:03 GMT
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is the Medieval mod still running?

Subject: the Medieval mod
Posted by [Sir Phoenixx](#) on Mon, 14 Jul 2003 17:30:32 GMT
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Around 6-10 weapons modeled (by me), 3 of them are being skinned (almost finished). Website is being worked on.

Subject: the Medieval mod
Posted by [asdfg195](#) on Mon, 14 Jul 2003 19:38:27 GMT
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What kind of weapons are they?

Subject: the Medieval mod
Posted by [Sir Phoenixx](#) on Wed, 16 Jul 2003 02:04:50 GMT
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Melee weapons like: daggers, swords, axes, pole arms, spears, staves, etc.

Ranged weapons like: bows, crossbows, and maybe some throwing weapons.

Magic weapons like: fire ball, ice bolt, or something like that (The gun will be the hand, with an animated/glowing fire ball/etc. floating between the hands, when you fire the "gun" it does a throwing animation and shoots the ball at the enemy)

Subject:
Posted by [Lynquid](#) on Wed, 16 Jul 2003 23:25:03 GMT
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wow sounds fun, i like medieval games, like age of empires

Subject: the Medieval mod
Posted by [PsycoArmy](#) on Sun, 20 Jul 2003 10:34:59 GMT
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i myself tried this once, the animations for characters only work for single player unfortunately, lol i made a mod where u just punch, and u can change weapon to kick. lol i tried lots of things for ren, i even tried to replace character purchase with weapon purchase...

Subject: the Medieval mod

Posted by [Sir Phoenixx](#) on Sun, 20 Jul 2003 13:25:25 GMT

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PsycoArmyi myself tried this once, the animations for characters only work for single player unfortunately

Why is that?

Subject: the Medieval mod

Posted by [bigwig992](#) on Mon, 21 Jul 2003 04:24:58 GMT

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No? SomeRhino made a working grenade throwing animation, it's in the SS beta v.1.

Subject: the Medieval mod

Posted by [xSeth2k2x](#) on Mon, 21 Jul 2003 04:51:01 GMT

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how do you make animations? ive been wondering about melee weapons like swords etc

Subject: the Medieval mod

Posted by [Infinint](#) on Mon, 21 Jul 2003 05:55:15 GMT

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how would you make a sword work you would have to be aimed right at the person to hit them and even if the sword went through another player it wouldn't do damage

Subject: the Medieval mod

Posted by [xSeth2k2x](#) on Mon, 21 Jul 2003 05:58:42 GMT

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a script would do it or make some type of move-able damage zone

Subject: the Medieval mod

Posted by [Infinint](#) on Mon, 21 Jul 2003 06:03:47 GMT

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hmm, but would it work like you dont move the wepon but you do damige to people you run into like it would in real life

Subject: the Medieval mod

Posted by [PsycoArmy](#) on Mon, 21 Jul 2003 08:58:19 GMT

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uhm ive made a grenade throwing aniamtion, have u tried it online? it liek plays the first bit of the aniamtion forgot wot its called. script? theres a bar where u can insert ur chracter aniamtion bones for a weopon like the melee(used by mutant). i odnt know much about using a script to do it, i only use renegade editor, ive never been good with owrds...

Subject: the Medieval mod

Posted by [xSeth2k2x](#) on Mon, 21 Jul 2003 15:02:31 GMT

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do you make the animations in the gmax charcter file?
