
Subject: Re: shoulder-launched weapons in renegade
Posted by [Slash0x](#) on Wed, 13 Oct 2004 05:43:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

jonwil Apparently, renegade has code/settings to support shoulder launched weapons but the animation w3ds for the logic are missing.

Anyone know if these animations exist outside of westwood?

Would be good to be able to use this effect in mods.

Anyone could remake them...I could remake them.

Just take the skeleton and animate it. Save it as the appropriate *.w3d names, should work like a charm. One thing thou, if you want to do this right, you need people to make them, find the best ones, and distribute the best ones among the Renegade community, that way they'll all be the same. I think it would be good if all the upcoming modding groups work together, or there will be a conflict between w3ds like what maps go through.
