
Subject: [Server Plugin] Death Animations
Posted by [reborn](#) on Thu, 28 Nov 2013 09:12:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

I thought it might be interesting to see different death animations on players when they are killed. I couldn't set different death animations how I would of liked to, so this is essentially a slippery hack. It's amusing though, and would love to see how it works out on a populated server.

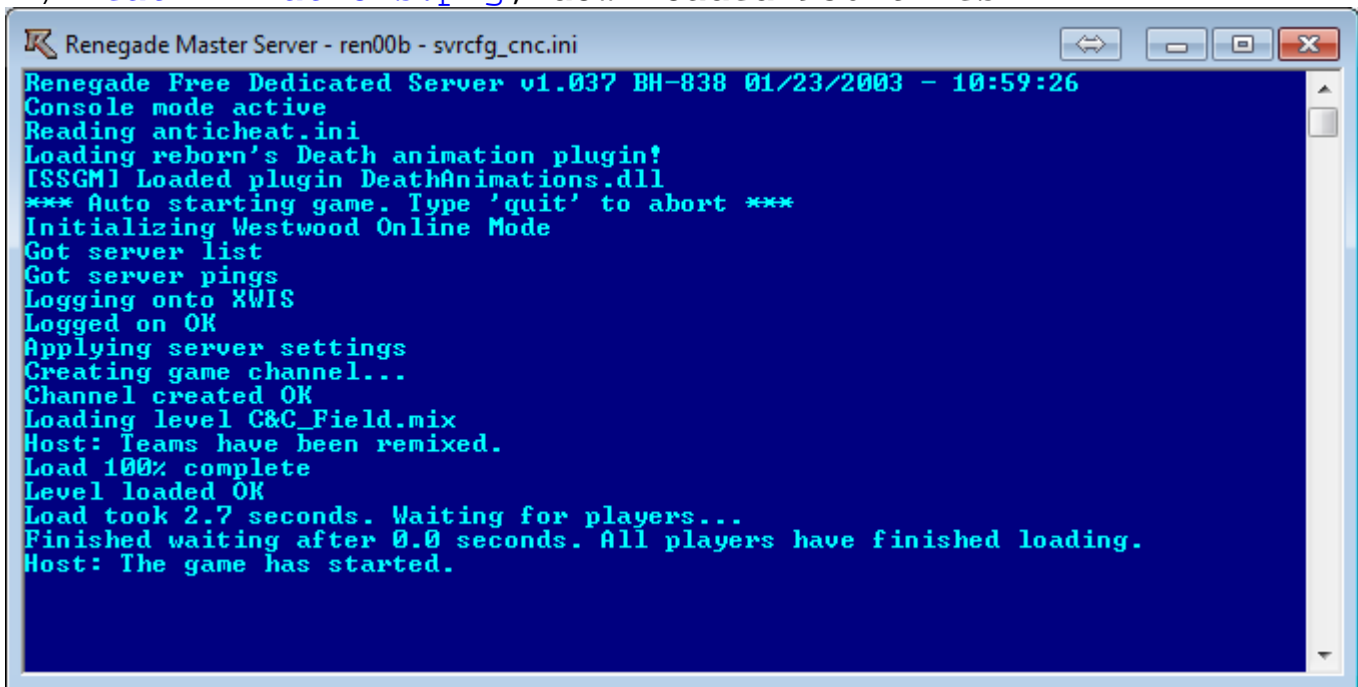
The effect is that when someone is killed, a random death animation will play. It does not pro-long your re-spawn time.

Here's a video of it, but I cheated a bit and used a chat hook to kill the character rather than mess around with multiple clients.
If you watch the video, at least watch it to the 1 minute 40 seconds mark.

<http://www.youtube.com/watch?v=FIPWm3NoLjs&feature=youtu.be>

File Attachments

1) [DeathAnimations.png](#), downloaded 950 times



```
Renegade Master Server - ren00b - svrcfg_cnc.ini
Renegade Free Dedicated Server v1.037 BH-838 01/23/2003 - 10:59:26
Console mode active
Reading anticheat.ini
Loading reborn's Death animation plugin!
[SSGM] Loaded plugin DeathAnimations.dll
*** Auto starting game. Type 'quit' to abort ***
Initializing Westwood Online Mode
Got server list
Got server pings
Logging onto XWIS
Logged on OK
Applying server settings
Creating game channel...
Channel created OK
Loading level C&C_Field.mix
Host: Teams have been remixed.
Load 100% complete
Level loaded OK
Load took 2.7 seconds. Waiting for players...
Finished waiting after 0.0 seconds. All players have finished loading.
Host: The game has started.
```

2) [DeathAnimations.zip](#), downloaded 255 times
