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Subject: Raveshaw Throw

Posted by [medmech12](#) on Tue, 15 Jul 2008 16:35:07 GMT

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Hey, has anyone figured out how the Raveshaw boss in M08 can throw you? I've been trying to figure this out for like 2 days and i cant get it...

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Subject: Re: Raveshaw Throw

Posted by [jnz](#) on Tue, 15 Jul 2008 16:53:48 GMT

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It's an animation with a few scripts attached most likely.

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Subject: Re: Raveshaw Throw

Posted by [medmech12](#) on Tue, 15 Jul 2008 17:41:21 GMT

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What scripts? I found the animations but they wont work.

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Subject: Re: Raveshaw Throw

Posted by [Canadacdn](#) on Tue, 15 Jul 2008 17:47:40 GMT

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I've come to the conclusion that it's done by a bunch of animations that would attach Havoc to a bone on Raveshaw's arm and throw him. However, I cannot figure out how to make this work properly, as all of the boss settings for Raveshaw have been removed from LevelEdit.

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Subject: Re: Raveshaw Throw

Posted by [cnc95fan](#) on Tue, 15 Jul 2008 18:50:04 GMT

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Perhaps a bone extends him to a certain distance..

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Subject: Re: Raveshaw Throw

Posted by [mr£\\$Ä-z](#) on Tue, 15 Jul 2008 19:59:09 GMT

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or when he gets you you will "disappear". You and raveshaw are 1 Animated model, after a timer expired you get back your control or something like that?

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There could be so many ways...

\*EDIT\* i just played M08 i noticed raveshaw is a wrestling star!

### File Attachments

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1) [w1a.jpg](#), downloaded 731 times



2) [W2a.jpg](#), downloaded 725 times



3) [W3a.jpg](#), downloaded 714 times



4) [W4a.jpg](#), downloaded 721 times



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Subject: Re: Raveshaw Throw

Posted by [medmech12](#) on Wed, 16 Jul 2008 17:28:00 GMT

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Hey guys, um I made a raveshaw boss in a new map that i made, he threw me off the map. WTF?!?!?!?!?!?!?! If anyone wants this map plz just leave a message here.

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Subject: Re: Raveshaw Throw  
Posted by [Veyrdite](#) on Thu, 17 Jul 2008 02:41:45 GMT  
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Try renaming the tutorial level file and replacing it with your map file. Some things only work in single-player mode.

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Subject: Re: Raveshaw Throw  
Posted by [GEORGE ZIMMER](#) on Thu, 17 Jul 2008 06:56:06 GMT  
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This is where source code would come in handy. Otherwise, I'm pretty sure no one knows exactly how it's done, save for the Westwood coders.

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