Subject: dive
Posted by medmech12 on Fri, 15 Aug 2008 23:31:45 GMT
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Hey does anyone know how to make it so that if u double tap w a s or d then you do a dive?

Subject: Re: dive
Posted by _SSnipe_ on Fri, 15 Aug 2008 23:33:38 GMT
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u mean in water?

Subject: Re: dive
Posted by medmech12 on Fri, 15 Aug 2008 23:40:52 GMT
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no i mean like on land you dive forward to avoid an attack or something

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Subject: Re: dive
Posted by _SSnipe_ on Fri, 15 Aug 2008 23:44:55 GMT
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medmech12 wrote on Fri, 15 August 2008 16:40no i mean like on land you dive forward to avoid an attack or something
not sure ask candahcn? or how ever u spell his name..he knows i believe

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Subject: Re: dive
Posted by u6795 on Sat, 16 Aug 2008 00:29:39 GMT
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It's all animations and keybinding. You open up keys.cfg and bind the animation to a key on your keyboard and voila.

Canada fucks around with his custom ones all the time so yeah.

Subject: Re: dive
Posted by GEORGE ZIMMER on Sat, 16 Aug 2008 08:17:52 GMT
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I'd like to see a mod implement decent diving though, something like Star Wars Battlefront two.

The ones used in ren are alot more problematic than helpful...

Subject: Re: dive
Posted by _SSnipe_ on Sat, 16 Aug 2008 17:10:35 GMT
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u6795 wrote on Fri, 15 August 2008 17:29It's all animations and keybinding. You open up
keys.cfg and bind the animation to a key on your keyboard and voila.

Canada fucks around with his custom ones all the time so yeah.
does it have to be serverside

Subject: Re: dive
Posted by BlueThen on Sat, 16 Aug 2008 17:17:23 GMT
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I'm sure the old beta used to have dive, if you looked at the input/keys (forgot which), you'll see
controls set for it.

Subject: Re: dive
Posted by medmech12 on Sat, 16 Aug 2008 20:13:23 GMT
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k thanks everyone

Subject: Re: dive
Posted by Canadacdn on Sun, 17 Aug 2008 18:06:40 GMT
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Put this in C:/Westwood/Renegade/Data/Config to enable diving. Keep in mind it can get kind of
annoying when you do it accidentally.

This file also swaps the crouch and walk keys.

File Attachments
1) input01.cfg, downloaded 127 times

Subject: Re: dive
Posted by medmech12 on Sun, 17 Aug 2008 18:41:32 GMT

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ok thanks