
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.

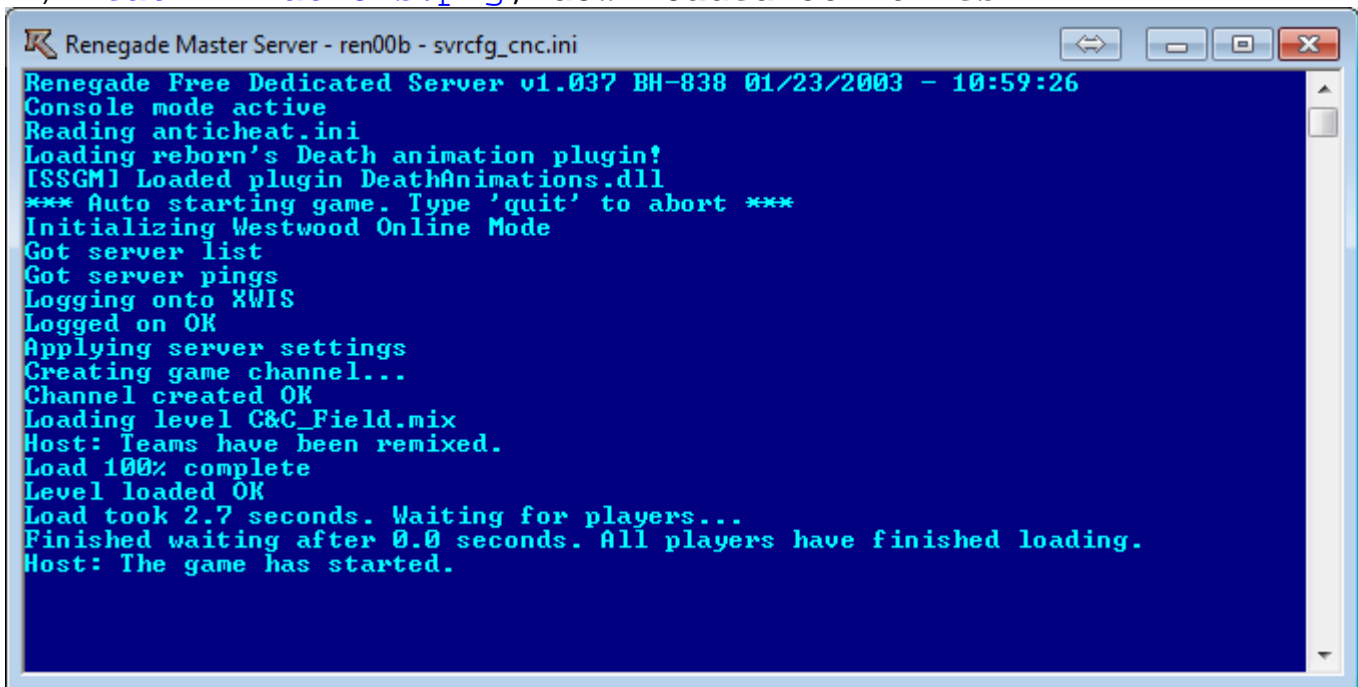
The effect is that when someone is killed, a random death animation will play. It does not pro-long your re-spawn time.

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 881 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 238 times

Subject: Re: [Server Plugin] Death Animations
Posted by [EvilWhiteDragon](#) on Thu, 28 Nov 2013 12:38:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'm guessing that the animations do not use the direction of the player, do they? I'm guessing because in some of the animations you see the character turning while playing the animation, in a way that seems similar to how the lag reduction mechanisms would do that.

Subject: Re: [Server Plugin] Death Animations
Posted by [Lazy5686](#) on Thu, 28 Nov 2013 13:51:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

Neat.

Subject: Re: [Server Plugin] Death Animations
Posted by [reborn](#) on Thu, 28 Nov 2013 14:28:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

EvilWhiteDragon wrote on Thu, 28 November 2013 07:38 I'm guessing that the animations do not use the direction of the player, do they? I'm guessing because in some of the animations you see the character turning while playing the animation, in a way that seems similar to how the lag reduction mechanisms would do that.

The turning is part of the animation itself, it does appreciate the facing value.

Subject: Re: [Server Plugin] Death Animations
Posted by [Gen_Blacky](#) on Thu, 28 Nov 2013 15:26:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

haha animations are always fun to play with.

Subject: Re: [Server Plugin] Death Animations
Posted by [iRANian](#) on Thu, 28 Nov 2013 21:17:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Those death animations are hilarious. Good job.

Subject: Re: [Server Plugin] Death Animations
Posted by [reborn](#) on Thu, 28 Nov 2013 22:55:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Gen_Blacky wrote on Thu, 28 November 2013 10:26 haha animations are always fun to play with.

Yeah, I found one that would be pretty funny as a reaction to the volt auto rifle damage. I might make a special case for that, it was hilarious.

iRANian wrote on Thu, 28 November 2013 16:17 Those death animations are hilarious. Good job.

Thanks man! I've achieved it in a shitty way, but I'm not sure how else it would of been possible.
