Subject: Taunts

Posted by _SSnipe_ on Mon, 10 Mar 2008 23:43:18 GMT

View Forum Message <> Reply to Message

Can we do taunts client side?

Subject: Re: Taunts

Posted by Di3HardNL on Tue, 11 Mar 2008 12:15:43 GMT

View Forum Message <> Reply to Message

how can you change taunts? always wanted to know

Subject: Re: Taunts

Posted by Genesis2001 on Tue, 11 Mar 2008 18:30:28 GMT

View Forum Message <> Reply to Message

They're animations.

Taunts are clientside, afaik. Binding them to keys like what WD did for SSGM (numpad keys) would be server side. Look in gmkeyhook.cpp && gmscripts.cpp (MDB_SSGM_Player script) for help.

~Zack

Subject: Re: Taunts

Posted by _SSnipe_ on Tue, 11 Mar 2008 19:28:53 GMT

View Forum Message <> Reply to Message

so i could change the current taunts in the numpads to do a different animation client side on any server?

Subject: Re: Taunts

Posted by Di3HardNL on Tue, 11 Mar 2008 20:40:17 GMT

View Forum Message <> Reply to Message

those animations are done in renx right? the files start with 'h' but if you open em you cant see anything. Maybe you have to open it with bones or something? need some help here

Subject: Re: Taunts

Posted by SSnipe on Tue, 11 Mar 2008 21:25:52 GMT

id just like to be able to go into a server anyone and jsut hit numpad and do difffrenet taunts

Subject: Re: Taunts

Posted by Di3HardNL on Wed, 12 Mar 2008 13:20:05 GMT

View Forum Message <> Reply to Message

im trying to replace H_A_CRESENTKICK for H_A_BODYSLAM

look it up in w3dviewer it really looks fun. but i ddidnt find out how i can do that

Subject: Re: Taunts

Posted by The Executor on Wed, 12 Mar 2008 13:23:16 GMT

View Forum Message <> Reply to Message

Just rename it? Anyway are you talking about the animations or the "Move Out" stuff?

Subject: Re: Taunts

Posted by Di3HardNL on Wed, 12 Mar 2008 13:53:20 GMT

View Forum Message <> Reply to Message

animations. they are w3d,s so if you rename then this will happend when you hit a taunt on the numpad ->

File Attachments

1) ScreenShot714.png, downloaded 166 times



Subject: Re: Taunts

Posted by hatstand on Wed, 12 Mar 2008 13:56:02 GMT

View Forum Message <> Reply to Message

dont replace it, just make a command like !a <animation>, plays an animation on the player... youd use 'Commands->Set_Animation' i believe... how to set up all the arguments for that, i have no idea....

Subject: Re: Taunts

Posted by _SSnipe_ on Wed, 12 Mar 2008 14:03:32 GMT

View Forum Message <> Reply to Message

i know most of that but can it be done CLIENT SIDE in any server if i edit the scripts?

Subject: Re: Taunts

Posted by Di3HardNL on Wed, 12 Mar 2008 20:45:36 GMT

View Forum Message <> Reply to Message

is there a .txt / .ini that controls the animation stuff (how units walk and stuff) i found characters.ini but that didnt work when i changed the animation names, it kept original, i think that one is for the missions.

Subject: Re: Taunts

Posted by _SSnipe_ on Thu, 13 Mar 2008 01:29:34 GMT

View Forum Message <> Reply to Message

ya someone help use out....switchign w3d models....scripts....le...anythign at all that can change turants CLIENT side

Subject: Re: Taunts

Posted by Whitedragon on Thu, 13 Mar 2008 04:17:41 GMT

View Forum Message <> Reply to Message

Taunts can not be changed client side. The animation that is played is decided server side.

Subject: Re: Taunts

Posted by SSnipe on Thu, 13 Mar 2008 04:22:00 GMT

View Forum Message <> Reply to Message

so even if i switched names of the animation files and put them in data? damn this sucks....

Subject: Re: Taunts

Posted by Whitedragon on Thu, 13 Mar 2008 08:32:02 GMT

View Forum Message <> Reply to Message

That would only change what the animation looks like to you, not other players.

Subject: Re: Taunts

Posted by SSnipe on Thu, 13 Mar 2008 14:09:02 GMT

View Forum Message <> Reply to Message

damn thanks.....

Subject: Re: Taunts

Posted by Di3HardNL on Thu, 13 Mar 2008 15:25:24 GMT

View Forum Message <> Reply to Message

thats exactly what i need how could that be done?

Subject: Re: Taunts

Posted by OWA on Fri, 14 Mar 2008 12:17:46 GMT

View Forum Message <> Reply to Message

MSwindows wrote on Wed, 12 March 2008 13:23Just rename it? Anyway are you talking about the animations or the "Move Out" stuff?

w3d files cannot be renamed, unless you want to mess the file up.

Subject: Re: Taunts

Posted by The Executor on Fri, 14 Mar 2008 16:09:48 GMT

View Forum Message <> Reply to Message

Yeah the SS earlier proved that.