Subject: Taunts
Posted by _SSnipe_ on Mon, 10 Mar 2008 23:43:18 GMT
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Can we do taunts client side?

Subject: Re: Taunts
Posted by Di3HardNL on Tue, 11 Mar 2008 12:15:43 GMT
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how can you change taunts? always wanted to know

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

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

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

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 248 times

Subject: Re: Taunts
Posted by hatstand on Wed, 12 Mar 2008 13:56:02 GMT
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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
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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
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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
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ya someone help use out....switchign w3d models....scripts....le...anythign at all that can change turants CLIENT side

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Subject: Re: Taunts
Posted by Whitedragon on Thu, 13 Mar 2008 04:17:41 GMT
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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
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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
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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
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damn thanks..........

Subject: Re: Taunts
Posted by Di3HardNL on Thu, 13 Mar 2008 15:25:24 GMT
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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
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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
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Yeah the SS earlier proved that.