Subject: Raveshaw Throw Posted by medmech12 on Tue, 15 Jul 2008 16:35:07 GMT View Forum Message <> Reply to Message

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...

Subject: Re: Raveshaw Throw Posted by jnz on Tue, 15 Jul 2008 16:53:48 GMT View Forum Message <> Reply to Message

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

Subject: Re: Raveshaw Throw Posted by medmech12 on Tue, 15 Jul 2008 17:41:21 GMT View Forum Message <> Reply to Message

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

Subject: Re: Raveshaw Throw Posted by Canadacdn on Tue, 15 Jul 2008 17:47:40 GMT View Forum Message <> Reply to Message

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.

Subject: Re: Raveshaw Throw Posted by cnc95fan on Tue, 15 Jul 2008 18:50:04 GMT View Forum Message <> Reply to Message

Perhaps a bone extends him to a certain distance..

Subject: Re: Raveshaw Throw Posted by mrãçÄ·z on Tue, 15 Jul 2008 19:59:09 GMT View Forum Message <> Reply to Message

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?

There could be so many ways...

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

File Attachments 1) wla.jpg, downloaded 443 times



2) W2a.jpg, downloaded 438 times



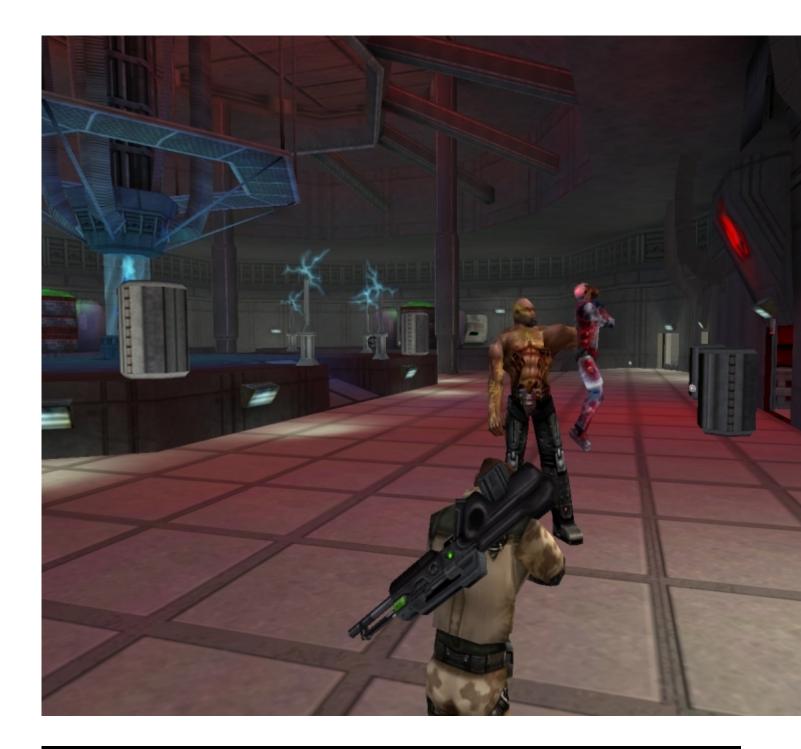
3) W3a.jpg, downloaded 425 times

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4) W4a.jpg, downloaded 431 times

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Subject: Re: Raveshaw Throw Posted by medmech12 on Wed, 16 Jul 2008 17:28:00 GMT View Forum Message <> Reply to Message

Try renaming the tutorial level file and replacing it with your map file. Some things only work in single-player mode.

Subject: Re: Raveshaw Throw Posted by GEORGE ZIMMER on Thu, 17 Jul 2008 06:56:06 GMT View Forum Message <> Reply to Message

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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