
Subject: Re: shoulder-launched weapons in renegade
Posted by [Deactivated](#) on Wed, 13 Oct 2004 14:41:44 GMT
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Sir Phoenixxjonwil Apparently, renegade has code/settings to support shoulder launched weapons but the animation w3ds for the logic are missing.
Anyone know if these animations exist outside of westwood?
Would be good to be able to use this effect in mods.

Do you mean something like this?

<http://www.n00bstories.com/image.fetch.php?id=1374499302>

Not exactly. Renegade has a Launcher type setting in weapon presets, but it doesn't work correctly because the associated human animations are missing.
RenAlert does not include them. The impression of the rocket being carried on shoulder in RenAlert is done by moving the origin of the weapon model.
