Subject: Help!
Posted by HORQWER on Thu, 06 Dec 2007 17:01:59 GMT

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Can some one tell me how can i add more taunts thing that comes with scripts the numpad number stuff?
how can i change them and with wat program?

Subject: Re: Help!
Posted by cnc95fan on Thu, 06 Dec 2007 17:32:18 GMT

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LE and LE, thats all you need, AFAIK you can't add more, only change.

Subject: Re: Help!
Posted by The Elite Officer on Thu, 06 Dec 2007 17:34:22 GMT

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lol, that other dude said that you were a fag and that you were gone forever. This just proves my point that you are still here and that he is a liar and a retard.

Subject: Re: Help!
Posted by HORQWER on Thu, 06 Dec 2007 17:42:30 GMT

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The Elite Officer wrote on Thu, 06 December 2007 11:34lol, that other dude said that you were a fag and that you were gone forever. This just proves my point that you are still here and that he is a liar and a retard.
yes i did quit
but i was curious how u do it?

Subject: Re: Help!
Posted by reborn on Thu, 06 Dec 2007 18:21:32 GMT

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The "moves" are defined server-side as part of ssaow/ssgm. You would need to hunt through the always.dat for another "move", they all start h_a I think, or most of them anyway.

You could also trying renaming some of the moves on your client to the ones that ssgm calls. That may actually make you do different moves client side. I havn't tried. But that for sure will not be tolerated by renguard.

SSGM calls these animations:

h_a_a0a0_l12
H_A_a0a0_L22
H_A_a0a0_L23
H_A_a0a0_L24
H_A_a0a0_L25
H_A_a0a0_L58
H_A_cresentkick
H_A_sidekick
H_A_punchcombo

Subject: Re: Help!
Posted by cnc95fan on Thu, 06 Dec 2007 19:18:53 GMT
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Woops, I thought he meant voice messages, like "Get in the vechile" etc.

Subject: Re: Help!
Posted by The Elite Officer on Thu, 06 Dec 2007 19:33:53 GMT
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HORQWER wrote on Thu, 06 December 2007 12:42The Elite Officer wrote on Thu, 06 December 2007 11:34lol, that other dude said that you were a fag and that you were gone forever. This just proves my point that you are still here and that he is a liar and a retard.
yes i did quit
but i was curious how u do it?

How I do what?

Subject: Re: Help!
Posted by HORQWER on Thu, 06 Dec 2007 21:50:32 GMT
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reborn wrote on Thu, 06 December 2007 12:21The "moves" are defined server-side as part of ssaow/ssgm. You would need to hunt through the always.dat for another "move", they all start h_a I think, or most of them anyway.

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H_A_a0a0_L58
H_A_cresentkick
H_A_sidekick
H_A_punchcombo
so you mean that i cant change them from my renegade files, and it is only the ssgm stuff right?

Subject: Re: Help!
Posted by reborn on Thu, 06 Dec 2007 23:28:19 GMT
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It will work for sure if you change the servers source code.

But if you would like to change the moves client side to work with all servers you may wish to try and change the file name of another move that you want to do, to one of the file names that ssgm calls.

This may work, but I have never tried doing it. Kinda like a texture replacement, you know? Changing the texture, but calling it the same name as what renegade looks for to load on your client.

Subject: Re: Help!
Posted by HORQWER on Fri, 07 Dec 2007 00:28:00 GMT
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is there a way that scripters could add a menu on reenegade optionts that we could change those stuff and when me do it online every one could see it!

Subject: Re: Help!
Posted by reborn on Fri, 07 Dec 2007 01:51:54 GMT
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Most likely, yes.