Subject: A little question

Posted by ErroR on Sat, 19 Apr 2008 22:25:46 GMT

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In soul surviver renegade mod you can preform dodge moves or something by simply double pressing a directional key (W,A,S,D). I would like to know how can I add it to Renegade? http://s176.photobucket.com/albums/w176/sergiuung/Renegade/?action=view&curr ent=SoleSurvivor2003-03-2100-28-06-64.fly

Subject: Re: A little question

Posted by ErroR on Mon, 21 Apr 2008 11:53:54 GMT

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so?

Subject: Re: A little question

Posted by The Executor on Mon, 21 Apr 2008 12:41:35 GMT

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Errr, you would have to mess with the numpad keys to get the animations to work.

Subject: Re: A little question

Posted by ErroR on Mon, 21 Apr 2008 14:57:19 GMT

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numpad? hmmm maybe

but there u use the move keys just double press them

Subject: Re: A little question

Posted by ErroR on Wed, 23 Apr 2008 19:07:56 GMT

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any ideas on how doing that?

Subject: Re: A little question

Posted by The Executor on Wed, 23 Apr 2008 19:28:45 GMT

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Uhhh, maybe but I think this has been covered before and we have found out that there is not way to get it to work. By any chance is your ingame nick "Base ErroR" or something like that?

Subject: Re: A little question

Posted by Slave on Wed, 23 Apr 2008 19:30:37 GMT

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There is never enough barrel roll.

In one of the ini files, i believe input.ini, you can re-enable a disabled dodge move by removing the

It's not the barrel roll from sole survivor though, that might be some leveledit animation override. I don't know really.

Subject: Re: A little question

Posted by Rev on Wed, 23 Apr 2008 20:41:06 GMT

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http://www.unrules.com/Default.aspx?tabid=63&id=23 ??

Subject: Re: A little question

Posted by HeavyX101- Left on Wed, 23 Apr 2008 21:49:04 GMT

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diving is boring is there some other animations

Subject: Re: A little question

Posted by Jerad2142 on Thu, 24 Apr 2008 04:03:53 GMT

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There are two different roles, but I find them to actually get in the way more often the be helpful. Look for some of the beta key config.cfg files.

Subject: Re: A little question

Posted by ErroR on Fri, 25 Apr 2008 11:41:15 GMT

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um maybe change the speed of movement or something will be really neat

Subject: Re: A little question

Posted by Jerad2142 on Tue, 29 Apr 2008 13:30:19 GMT

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ErroR wrote on Fri, 25 April 2008 05:41um maybe change the speed of movement or something will be really neat

The roll speed automatically matches your walking speed.