
Subject: Dual Weapons ARE possible (Video inside)
Posted by [laeubi](#) on Wed, 20 Aug 2003 20:48:24 GMT
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This is the Dual COld for Tanja in my RA1 modification Operation Flashback
The animation is not 100% finished, but I'm also not that good at animations.
I have thought and tried about this dual weapon thingy about a month I think and finished the
animations and setups in the last week.

To see the movie you need the DivX Codec (www.divx.com)
Download the movie here
I hope that makes you believe that dual weapons ARE possible.
So do not insult people as liars, only because they try to do things YOU think they are
impossible/fake. :rolleyes:

And please no flames/insults/spam in this thread. Thank you!

Subject: Dual Weapons ARE possible (Video inside)
Posted by [xSeth2k2x](#) on Wed, 20 Aug 2003 20:52:16 GMT
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NICE!

Subject: Dual Weapons ARE possible (Video inside)
Posted by [ohmybad](#) on Wed, 20 Aug 2003 20:53:00 GMT
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Errrr the links not working to the video.

Subject: Dual Weapons ARE possible (Video inside)
Posted by [Halo38](#) on Wed, 20 Aug 2003 20:55:28 GMT
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'right click' 'save target as...' maybe?

Downloading at 2.3 KBPS..... i guess SOMEONE is on PlanetSide (dam bandwidth stealers)

Subject: Dual Weapons ARE possible (Video inside)
Posted by [laeubi](#) on Wed, 20 Aug 2003 20:56:49 GMT
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Halo38'right click' 'save target as...' maybe?

Downloading at 2.3 KBPS..... i guess SOMEONE is on PlanetSide (dam bandwidth stealers)
lol, maybe somone can upload it to a faster host?
I'm sorry its not that fast...but good for DL's

Subject: Dual Weapons ARE possible (Video inside)
Posted by [boma57](#) on Wed, 20 Aug 2003 20:59:45 GMT
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I can't get the video, it times out.

But dual first person weapons are easy...is third person in the video?

Subject: Dual Weapons ARE possible (Video inside)
Posted by [laeubi](#) on Wed, 20 Aug 2003 21:02:50 GMT
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TaximesI can't get the video, it times out.

But dual first person weapons are easy...is third person in the video?
Not yet, maybe tomorrow...I'm tired

Try this link: http://users.nerdspace.net/laeubi/download/OpFb_dual_weapon_lowqual.avi

Subject: Dual Weapons ARE possible (Video inside)
Posted by [Halo38](#) on Wed, 20 Aug 2003 21:08:12 GMT
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Saw video

Subject: Dual Weapons ARE possible (Video inside)
Posted by [Demolition man](#) on Wed, 20 Aug 2003 21:18:19 GMT
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Why doesn't the left gun have fire?

Subject: Dual Weapons ARE possible (Video inside)
Posted by [Sk8rRIMuk](#) on Wed, 20 Aug 2003 23:01:42 GMT
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w00t they look like fun .

Looks hard to aim just like the mammy is quite hard to aim.

*Sk8rRIMuk want's dual weapons...

Subject: Dual Weapons ARE possible (Video inside)
Posted by [Deafwasp](#) on Thu, 21 Aug 2003 00:30:53 GMT
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The mammy isn't hard to aim.

But if you look, yes one of the pistols does not have a muzzle flash, but more importantly, it still is just 1 pistol. I mean, look..... It still only fires 1 shot, only 1 bullet is fired, but with 2 animations.

It would be truly double pistols if it had 2 ammo meters and it fired accordingly.

Subject: Dual Weapons ARE possible (Video inside)
Posted by [forsaken](#) on Thu, 21 Aug 2003 00:48:00 GMT
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yeah it would be cool if it had that reload animation of the dual pistols from CS, and i didn't see a bullet come out of the chamber when the guns fired

Subject: Dual Weapons ARE possible (Video inside)
Posted by [laeubi](#) on Thu, 21 Aug 2003 06:01:33 GMT
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lol, I forget export the Muzzleflash of the second gun.lol

hm, I never played CS so...maybe you can make some sceens, ore something so I can see how they reload.

And the bullet thing... thats just an COmmandosetting...you can even setup that a gun fires 20 Bullets each shoot, but I have not setup the commandosettings for this weapon so every gun, just shoot 1/2 Bullet

And um, its not hard to aim, I was just shooting around and it seem I setted the bots up beeter than I want

And as I said its not setted up in Commando, so it just had the normal damage of the standard pistol atm.

Subject: Re: Dual Weapons ARE possible (Video inside)
Posted by [Majin Vegeta](#) on Thu, 21 Aug 2003 11:25:39 GMT
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downloading a super slow speeds... feel like im on my 56k again.. o the memories

goes and makes a cup of tea

nice work

Subject: Dual Weapons ARE possible (Video inside)
Posted by [Ugauga01](#) on Thu, 21 Aug 2003 14:29:24 GMT
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My rate is 45k

Subject: Re: Dual Weapons ARE possible (Video inside)
Posted by [Deactivated](#) on Thu, 21 Aug 2003 15:17:51 GMT
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Laeubi
This is the Dual COld for Tanja in my RA1 modification

It is Tanya, for your info.

Subject: Dual Weapons ARE possible (Video inside)
Posted by [Try_lee](#) on Thu, 21 Aug 2003 15:52:40 GMT
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Seaman, correct it not being a dual cold too!

Subject: Dual Weapons ARE possible (Video inside)
Posted by [Fabian](#) on Fri, 22 Aug 2003 05:34:09 GMT
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Laeubil never played CS so...maybe you can make some sceens, ore something so I can see how they reload.

Download the Half-Life Model viewer and then download a skin or something. You can look through all the different animations like swimming, or double pistol reload animation.

Subject: Re: Dual Weapons ARE possible (Video inside)

Posted by [PsY](#) on Fri, 22 Aug 2003 06:31:33 GMT

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Laeubi

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Very nice imaging.

Its actually "Tanya" and the gun is actually a "Colt 45" "

But Im assuming your primary language is German so Ill give you a break.

<<RA1 Champion.
