

ET: Legacy Development - Task #457

Implement all the death animations

31.12.2013 13:42 - Jacker

Status: New	% Done: 20%
Priority: Normal	Spent time: 0.00 hour
Assignee:	
Category: Mod CGAME	
Target version: 2.78	
OS:	Arch:
Description Currently we only use the one death animation, but in reality there are multiple available which should be used based on the kill shot and from which direction it came from. Also for the future this should be more generic as we might want to add these animations our selves.	
Related issues: Related to ET: Legacy Development - Feature # 662: Introduce ragdoll effect Invalid 22.11.2014	

Associated revisions

Revision 9a127a54 - 02.02.2015 20:55 - IR4T4

mod: script animation movement type 'dead' added, scriptAnimMoveTypes_t & animMoveTypesStr synced refs #457

Revision 6427d4a5 - 27.08.2015 20:39 - IR4T4

game: additional anim conditions for the death animation (enemy weapon & -position)

Revision effa93de - 25.07.2019 15:55 - Aranud

mod: implement unused death animation, refs #457

- Fix death_machinegun_2 to use correct death animation
- Remove unused/useless death_machinegun_3

History

#1 - 22.11.2014 13:44 - Spyhawk

- Related to Feature #662: Introduce ragdoll effect added

#2 - 04.09.2016 12:55 - IR4T4

- % Done changed from 0 to 20