## Subject: CNC REBORN: Deploy script (perfect+proof on video)
Posted by Renardin6 on Sun, 08 May 2005 10:42:36 GMT

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Dishmanthat's fuckin' cool.

about the jugg though, you should match the leg animation when it's walking with the speed, so it doesn't look like an animation sliding over ice (i.e., so the planted foot doesn't slide across the ground even when the other leg is lifting up to walk.).  Hopefully that made sense, cuz it didn't to me.

anyway, nice work.

Was a quick test as said, it uses mammoth settings (the one of renegade)