
Subject: Re: CNC: Reborn Updates!
Posted by [Renardin6](#) on Sun, 17 Jul 2005 16:20:12 GMT
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Dr. Hemroid wrote on Fri, 15 July 2005 19:18so does that mean that the legs will move? you only said they dont move wile standing still :\

I showed a video of the juggernaut and the deploy script. It also shows the problem of the legs fixed.

Now if you want to know the full process, you can ask that to laeubi. But it works perfectly fine. When walking, legs move. When not walking, legs don't move... You don't exit the vehicle when you deploy (juggernaut).
