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Subject: The Chicken

Posted by [Poskov](#) on Fri, 18 Apr 2008 23:43:59 GMT

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would someone bone the chicken with the chicken bones?

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Subject: Re: The Chicken

Posted by [\\_SSnipe\\_](#) on Fri, 18 Apr 2008 23:51:45 GMT

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its already boned.....

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Subject: Re: The Chicken

Posted by [Poskov](#) on Sat, 19 Apr 2008 01:51:37 GMT

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yeah, with the S\_A\_human bones, so it preforms the human anims. would someone bone the chicken please with the bones so it can do anims like M\_chickenwalk? thanks in advance

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Subject: Re: The Chicken

Posted by [Jerad2142](#) on Sat, 19 Apr 2008 06:40:47 GMT

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That could take hours, and no one seems to be in the mood for making a new skeleton system just for the chicken.

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Subject: Re: The Chicken

Posted by [Poskov](#) on Sat, 19 Apr 2008 14:23:22 GMT

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isn't there a skeleton already in the always.dat?

does it have to be boned with the chicken bones to do the animations or is there a script or something which overrides the S\_A\_human animations?

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Subject: Re: The Chicken

Posted by [\\_SSnipe\\_](#) on Sat, 19 Apr 2008 15:45:43 GMT

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no you or someone else would have to make it and willl take hours and if your doing a serverside mod wont work unless your making a new mod

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Subject: Re: The Chicken

Posted by [Poskov](#) on Sat, 19 Apr 2008 18:20:16 GMT

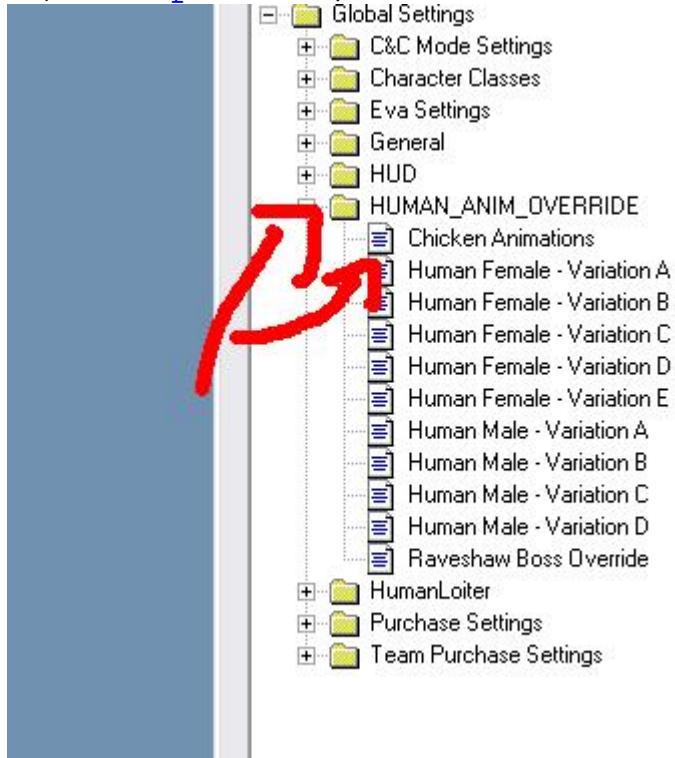
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would this work?

#### File Attachments

1) [chikpik.JPG](#), downloaded 599 times



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Subject: Re: The Chicken

Posted by [Renx](#) on Sat, 19 Apr 2008 20:00:09 GMT

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What's wrong with having a chicken that moves like a penguin?

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Subject: Re: The Chicken

Posted by [Poskov](#) on Sat, 19 Apr 2008 21:25:35 GMT

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Renx wrote on Sat, 19 April 2008 15:00What's wrong with having a chicken that moves like a

penguin?  
slightly off topic,

as I was saying, would that work? (the previous picture)

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**Subject: Re: The Chicken**  
Posted by [TD](#) on Sat, 19 Apr 2008 22:48:08 GMT  
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I'd produce chicken for KFC by boning them, then I'll eat them in a fat Zinger-style with some hot-wings.

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**Subject: Re: The Chicken**  
Posted by [\\_SSnipe\\_](#) on Sun, 20 Apr 2008 03:40:50 GMT  
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Poskov wrote on Sat, 19 April 2008 11:20would this work?  
TRY IT?

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**Subject: Re: The Chicken**  
Posted by [Poskov](#) on Sun, 20 Apr 2008 12:16:33 GMT  
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It shows this list of animation stuff with a blank to fill with the name of the anim override anim.  
Should I put s\_a\_human.M\_Chickenwalk? or just M\_Chickenwalk?

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**Subject: Re: The Chicken**  
Posted by [Jerad2142](#) on Mon, 21 Apr 2008 14:50:46 GMT  
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Poskov wrote on Sat, 19 April 2008 12:20would this work?  
Those animation overrides only work while moving when you have no weapons in your hands OR its held idel at your side.  
So if you shoot or crouch you go back to penguin.

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**Subject: Re: The Chicken**  
Posted by [Gen\\_Blacky](#) on Tue, 22 Apr 2008 06:14:47 GMT  
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I like the penguin reminds me of this.

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Subject: Re: The Chicken

Posted by [The Executor](#) on Tue, 22 Apr 2008 16:11:09 GMT

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WHAT !!! That kinda remind me of this:

HAHA ROFL LOL [www.allyourbasearebelongtous.com](http://www.allyourbasearebelongtous.com)

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