Subject: The Chicken
Posted by Jerad2142 on Tue, 12 Jul 2016 17:36:32 GMT
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I was bored today so I threw 4.5 hours into rigging and touching up the Renegade chicken, it now has a fully complete animation set and is ready to be used in mods video of the chicken.

If being used in a map it's not required all animations are used, you only need the animations needed for all the weapon hold styles the chicken can acquire.

The animations you can exclude are the following:
h_r_a*** (weapon hold style ----/beacon/c4)
h_r_c*** (weapon hold style shoulder)
h_r_d*** (weapon hold style hip)
h_r_e*** (weapon hold style launcher)
h_r_f*** (weapon hold style handgun)

If anyone decides to make a better texture for the chicken please share it here, otherwise enjoy

Edit: Added a fix so the AI can turn the head to look around and also so the AI will aim at the head of the chicken when shooting at it instead of its feet.

```
File Attachments
1) Chicken.zip, downloaded 192 times
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Subject: Re: The Chicken
Posted by [-HOH-]szymek777 on Tue, 12 Jul 2016 21:19:30 GMT
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Amazing but i would like to have this map too. Can i have it?

Subject: Re: The Chicken
Posted by Jerad2142 on Wed, 13 Jul 2016 00:31:16 GMT
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[-HOH-szymek777 wrote on Tue, 12 July 2016 15:19]Amazing but i would like to have this map too. Can i have it?
This is just my internal test map for 4.X stuff but sure I can give it to you, I'll send it tomorrow.

Subject: Re: The Chicken
Posted by Mauler on Wed, 13 Jul 2016 04:05:47 GMT
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Bahaha! I did get my chicken to work but not with weapons and not with a controllable player

character

https://youtu.be/OYOwV9iixIA

Subject: Re: The Chicken
Posted by Jerad2142 on Wed, 13 Jul 2016 11:41:17 GMT
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Mauler wrote on Tue, 12 July 2016 22:05Bahaha! I did get my chicken to work but not with weapons and not with a controllable player character

https://youtu.be/OYOwV9iixIA
Those are much sexier looking chickens... But mine has wings that flap when it jumps!

Subject: Re: The Chicken
Posted by Jerad2142 on Wed, 13 Jul 2016 13:27:58 GMT
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Here you go szymek777:
http://download.expansivecivilianwarfare.com/CnCMaps/Test.zip
It needs scripts 4.2.4 btw.

Subject: Re: The Chicken
Posted by [-HOH-]szymek777 on Wed, 13 Jul 2016 17:40:15 GMT
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Thanks

Subject: Re: The Chicken
Posted by roszek on Thu, 14 Jul 2016 23:44:32 GMT
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But chickens can't fly!

Subject: Re: The Chicken
Posted by Jerad2142 on Fri, 15 Jul 2016 01:28:16 GMT

roszek wrote on Thu, 14 July 2016 17:44But chickens can't fly!
No worries that's just a jump

Subject: Re: The Chicken
Posted by Gen_Blacky on Sun, 17 Jul 2016 18:21:11 GMT

haha thank you I always wanted to do this. we only talked about it for years.

Subject: Re: The Chicken
Posted by Jerad2142 on Mon, 18 Jul 2016 15:22:53 GMT

Added a fix to the skeleton so the AI can turn the head to look around and also so the AI will aim at the head of the chicken when shooting at it instead of its feet.

Subject: Re: The Chicken
Posted by liquidv2 on Sat, 30 Jul 2016 20:26:57 GMT

the sound they make when running is awesome

Subject: Re: The Chicken
Posted by Jerad2142 on Mon, 01 Aug 2016 00:39:41 GMT

liquidv2 wrote on Sat, 30 July 2016 14:26the sound they make when running is awesome
You mean flying?