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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.

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### File Attachments

1) [Chicken.zip](#), downloaded 337 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?

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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.

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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

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character

<https://youtu.be/OYOwV9iixIA>

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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!

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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.

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

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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!

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Subject: Re: The Chicken  
Posted by [Jerad2142](#) on Fri, 15 Jul 2016 01:28:16 GMT

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

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Subject: Re: The Chicken  
Posted by [Gen\\_Blacky](#) on Sun, 17 Jul 2016 18:21:11 GMT  
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haha thank you I always wanted to do this. we only talked about it for years.

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Subject: Re: The Chicken  
Posted by [Jerad2142](#) on Mon, 18 Jul 2016 15:22:53 GMT  
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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.

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Subject: Re: The Chicken  
Posted by [liquidv2](#) on Sat, 30 Jul 2016 20:26:57 GMT  
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the sound they make when running is awesome

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Subject: Re: The Chicken  
Posted by [Jerad2142](#) on Mon, 01 Aug 2016 00:39:41 GMT  
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liquidv2 wrote on Sat, 30 July 2016 14:26the sound they make when running is awesome  
You mean flying?

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