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Subject: CNC REBORN: Deploy script (perfect+proof on video)

Posted by [Renardin6](#) on Fri, 06 May 2005 23:28:20 GMT

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Thanks to E!

The deploy script is perfect.

This shows the juggernaut in-game.

No more exit of vehicle, you deploy by pressing Q.

The animations were done by E! for the test, Permagrin will make better ones. He already did but we need to change some stuff to use this script.

The juggy uses mammoth setting for the shooting, it will be changed of course. The recoil will be also turned to 0, but as said this was only a test of the script. The size of the juggy isn't the good one. It will be bigger.

Here is the video :

<http://www.cncreborn.iconique.net/team/renardin/juggtest.zip>

You can also see some pics on our moddb gallery ( <http://mods.moddb.com/gallery/631/> ). And some nice new renders of Umagon and her rifle and the attack cycle.

That's all folks!

(hey almost forgot to say it : walkers doesn't walk when not moving. see that aswell on the video)

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