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

Posted by [PermaGrin](#) on Sat, 07 May 2005 20:19:40 GMT

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Havoc 89Pretty good. Altho you could fix up the walking animation. aswell as the deploying animation. If you've watched the video of it deploying, you'll notice that both it's legs are in a straight line, your's however, looks like as if one leg is far back while the other is far up, and in a wierd way deploys. if that were the case, than chances are the juggy would tip over and fall. Your walking animation looks really wierd in my opinion. It again looks like the driver doesnt know how to operate the mech properly, and that it could fall apart any second. Just fix the animation and it should look much more professional.

Renardin6The 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.

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