Subject: CNC REBORN: Deploy script (perfect+proof on video)
Posted by Dishman on Sun, 08 May 2005 02:25:25 GMT
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that's fuckin' cool.

about the jugg though, you should match the leg animation when it's walking with the speed, so it doesn't look like an animation sliding over ice (i.e., so the planted foot doesn't slide across the ground even when the other leg is lifting up to walk.). Hopefully that made sense, cuz it didn't to me.

anyway, nice work.