
Subject: Re: CnC Reborn : Jumpjet Animation Test
Posted by [Di3HardNL](#) on Wed, 28 Oct 2009 12:14:29 GMT
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JeepRubi wrote on Wed, 28 October 2009 12:52 You guys need to fix the camera so the player isn't in front of the reticule in 3rd person, it makes 3rd person useless a lot of the time.

I agree.

Other than that, good work on the animations
