
Subject: Re: Reborn sucks...Ren Alert Wins!
Posted by [Sir Phoenixx](#) on Thu, 25 Dec 2003 21:56:09 GMT
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AprimeSlicer_238sniper12345REBORN:

- Mechs still walk when they are standing

This is the only problem I have with your rant. Everything else is wrong and lame, BUT it is impossible to stop the walking movements unless you don't want to see the legs move when your moving the vehicle. It has something to do with the Renegade engine and isn't completely their fault.

Nope.

There's a way to do it, I don't know how but there is.

(EX: RenAlert's Flying Units, Renegade's Chinook)

So what do our helicopters and Renegade's Chinook have to do with being able to stop the walking animation of a vehicle with legs when not moving?
