Subject: CnC Reborn Alpha Thriller Video
Posted by havocide3 on Tue, 20 Dec 2005 04:56:11 GMT
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Video speaks for itself
http://havocide3.opticalgaming.com/rebornmoonwalk.wmv
Credit to Aircraftkiller

Subject: Re: CnC Reborn Alpha Thriller Video
Posted by Aurora on Tue, 20 Dec 2005 04:58:09 GMT
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Notice how you can't actually see where you're shooting if you're trying to hit something in front of you

gg

Subject: Re: CnC Reborn Alpha Thriller Video
Posted by Titan1x77 on Tue, 20 Dec 2005 09:45:45 GMT
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the camera.ini wasn't modified then...this was a test to see different vehicles and characters in-game.

Wasn't meant to be playable...The team discovered these issues you pointed out over a month ago when this was released.

Just another topic posted that'll be locked

Subject: Re: CnC Reborn Alpha Thriller Video
Posted by Deleted_ on Tue, 20 Dec 2005 11:35:06 GMT
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Well... at least Reborn seems to have gotten Aircraftkiller playing Renegade again. So kudos Reborn team for that... sorta.

Subject: Re: CnC Reborn Alpha Thriller Video
Posted by Spice on Tue, 20 Dec 2005 16:02:00 GMT
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Without the proper scripts, the wolverine will not work correctly.

Subject: Re: CnC Reborn Alpha Thriller Video
Posted by Aircraftkiller on Tue, 20 Dec 2005 16:49:43 GMT
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Except it does work, which is why that video was made...

Subject: Re: CnC Reborn Alpha Thriller Video
Posted by Spice on Tue, 20 Dec 2005 18:33:09 GMT
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If it was working, he would not be walking forward while moving backwards.

That, or it is a older version. I will make a video showing what it looks like in next day or so.

Subject: Re: CnC Reborn Alpha Thriller Video
Posted by Renardin6 on Tue, 20 Dec 2005 19:30:11 GMT
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nvm ex, sent you that on pm.

Subject: Re: CnC Reborn Alpha Thriller Video
Posted by Aircraftkiller on Tue, 20 Dec 2005 19:39:25 GMT
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It's not moving forward at all, are you blind? It's going backwards doing the Moonwalk that Michael Jackson invented.

Subject: Re: CnC Reborn Alpha Thriller Video
Posted by Freak on Tue, 20 Dec 2005 21:40:31 GMT
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EXdeath7 wrote on Tue, 20 December 2005 13:33If it was working, he would not be walking forward while moving backwards.

That, or it is a older version. I will make a video showing what it looks like in next day or so.

erm i think your the blind one here ack

Subject: Re: CnC Reborn Alpha Thriller Video
Posted by Hav0c on Tue, 20 Dec 2005 21:48:18 GMT

This just shows that the animation isn't sync'd yet...

[Removed]

All the animations for vehicles have yet to be finalized.

Subject: Re: CnC Reborn Alpha Thriller Video
Posted by sloth4urluv on Tue, 20 Dec 2005 23:36:20 GMT

Lol I seem to remember the wolverine moving forward and working properly when I played
Even though I hate that our work got leaked I have to admit that video is pretty funny lol.

Subject: Re: CnC Reborn Alpha Thriller Video
Posted by Renx on Wed, 21 Dec 2005 00:22:05 GMT

This isn't really meant to show off any bugs, it's just funny. It does look fine when it moves
forward. When you move backwards though it just so happens it does the perfect moonwalk

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Subject: Re: CnC Reborn Alpha Thriller Video
Posted by Renardin6 on Wed, 21 Dec 2005 00:28:48 GMT

well it doesn't moonwalk anymore.

Subject: Re: CnC Reborn Alpha Thriller Video
Posted by Renx on Wed, 21 Dec 2005 02:45:01 GMT

It's a sad day for the C&C Community

Subject: Re: CnC Reborn Alpha Thriller Video
Posted by Doitle on Wed, 21 Dec 2005 04:30:31 GMT

Wow that's hilarious lol...

Subject: Re: CnC Reborn Alpha Thriller Video
Posted by Jecht on Wed, 21 Dec 2005 04:48:51 GMT
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Renx wrote on Tue, 20 December 2005 21:45It's a sad day for the C&C Community

lol

Subject: Re: CnC Reborn Alpha Thriller Video
Posted by PointlessAmbler on Thu, 22 Dec 2005 03:47:05 GMT
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That's awesome. It's uncanny how well that syncs up.

Subject: Re: CnC Reborn Alpha Thriller Video
Posted by Dan on Fri, 23 Dec 2005 08:04:56 GMT
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I'd absolutely love it if they included that wolverine as an 'Extra' in Reborn. It'd be pretty neat squish-moonwalking XD

Subject: Re: CnC Reborn Alpha Thriller Video
Posted by CompHobbyist on Wed, 28 Dec 2005 19:52:57 GMT
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any news on getting the mammoth Mk II small enough that it won't get stuck trying to move out of your base on certain maps? or fixing the multiple problems with window panes not matching up with the window frames, leaving small gaps that can be used as sniper positions?