
Subject: CnC Reborn : Jumpjet Animation Test
Posted by [Renardin6](#) on Wed, 28 Oct 2009 10:41:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

<http://www.youtube.com/watch?v=ZmuGvM1CxBk>

Just to show you something we are working on while waiting for the script 4.0 release.

Subject: Re: CnC Reborn : Jumpjet Animation Test
Posted by [Tupolev TU-95 Bear](#) on Wed, 28 Oct 2009 11:01:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

epic cool

Subject: Re: CnC Reborn : Jumpjet Animation Test
Posted by [JeepRubi](#) on Wed, 28 Oct 2009 11:52:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

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.

Subject: Re: CnC Reborn : Jumpjet Animation Test
Posted by [Di3HardNL](#) on Wed, 28 Oct 2009 12:14:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

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

Subject: Re: CnC Reborn : Jumpjet Animation Test
Posted by [Omar007](#) on Wed, 28 Oct 2009 15:51:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

Di3HardNL wrote on Wed, 28 October 2009 13:14 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
Same here

Nice work

Subject: Re: CnC Reborn : Jumpjet Animation Test
Posted by [DL60](#) on Wed, 28 Oct 2009 19:28:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

Cool stuff!

Quote: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.
Indeed.

Subject: Re: CnC Reborn : Jumpjet Animation Test
Posted by [_SSnipe_](#) on Wed, 28 Oct 2009 21:38:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

Now that's a JJ, Now, But a lil slow don't you think, I mean it can fly away but if it cant move that fast running or flying away and dodging is useless

Subject: Re: CnC Reborn : Jumpjet Animation Test
Posted by [danpaul88](#) on Wed, 28 Oct 2009 23:50:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

Is that a custom skeleton set? If so do you still have issues in multiplayer with the flying infantry lagging around and sometimes appearing on the ground when they are actually in the air?

Subject: Re: CnC Reborn : Jumpjet Animation Test
Posted by [GEORGE ZIMMER](#) on Thu, 29 Oct 2009 05:10:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

SSnipe wrote on Wed, 28 October 2009 15:38Now that's a JJ, Now, But a lil slow don't you think, I mean it can fly away but if it cant move that fast running or flying away and dodging is useless
When they were faster in the infantry beta, they were horridly overpowered. Trust me, when they're high up in the air, they're still pretty damn hard to hit.

Also, they moved terribly slow in TS.

Subject: Re: CnC Reborn : Jumpjet Animation Test
Posted by [_SSnipe_](#) on Thu, 29 Oct 2009 06:58:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

GEORGE ZIMMER wrote on Wed, 28 October 2009 22:10SSnipe wrote on Wed, 28 October 2009 15:38Now that's a JJ, Now, But a lil slow don't you think, I mean it can fly away but if it cant move that fast running or flying away and dodging is useless
When they were faster in the infantry beta, they were horridly overpowered. Trust me, when they're high up in the air, they're still pretty damn hard to hit.

Also, they moved terribly slow in TS.
Well in beta is was not the speed that was hard it was the fact they skipped and lagged across the screen, take a look again how slow it is, really hard to dodge at that speed, I predict JJ deaths in the hundredths!

Subject: Re: CnC Reborn : Jumpjet Animation Test
Posted by [Renardin6](#) on Fri, 30 Oct 2009 01:23:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

SSnipe wrote on Thu, 29 October 2009 00:58GEORGE ZIMMER wrote on Wed, 28 October 2009 22:10SSnipe wrote on Wed, 28 October 2009 15:38Now that's a JJ, Now, But a lil slow don't you think, I mean it can fly away but if it cant move that fast running or flying away and dodging is useless
When they were faster in the infantry beta, they were horridly overpowered. Trust me, when they're high up in the air, they're still pretty damn hard to hit.

Also, they moved terribly slow in TS.
Well in beta is was not the speed that was hard it was the fact they skipped and lagged across the screen, take a look again how slow it is, really hard to dodge at that speed, I predict JJ deaths in the hundredths!

well if this happen in public beta once script 4.0 is released, we will make him faster.

As for the camera, it's being fixed by Darkangel. thx for the feedback guys.

Subject: Re: CnC Reborn : Jumpjet Animation Test
Posted by [samous](#) on Tue, 03 Nov 2009 04:54:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

That really cool, but what about death animations?
If he dies in the air, will it be different then on the ground?
(EX: In the air, he dies and falls on the ground {or explodes}, on ground he dies and just falls over)

Just little things I'm wondering about...

=samous

-That really is COOL though

Subject: Re: CnC Reborn : Jumpjet Animation Test
Posted by [anant](#) on Tue, 03 Nov 2009 19:59:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

awesome!
