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Subject: CNC Reborn : Medic Kit

Posted by [Pendullum](#) on Sat, 07 Aug 2004 19:58:08 GMT

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NeoSaberPermaGrinWe could make an animation of it opening when you first select the kit (for 1st person).

As far as I'm aware, 1st person weapons can't have an 'enter' animation. They can have idle, fire and reload. Instead of using an enter animation, a weapon defaults to idle when selected.

That's just what my own experiments show though, so I could be wrong.

look at volkovs arm cannon when in 1st person on renalert

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