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Subject: CNC Reborn : Medic Kit

Posted by [pvtschlag](#) on Sun, 08 Aug 2004 06:19:17 GMT

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what i meant is to use the opening of the medic kit as the reload animation(doesn't matter if it wont work in 3rd person because thats a sacrifice you make when playing in 3rd person) and make it always have to reload whenever you change to the weapon so that when you change to the medic kit or reload it will play an animation of him grabbing it off his back and opening it to get what he needs out. And the idle animaion can be one of the tools that he owuld be using. Hope you understand my point this time....

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