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Subject: Reborn Flash Vids

Posted by [Dante](#) on Fri, 04 Jul 2003 09:07:45 GMT

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YSLMuffinsAircraftkiller

That isn't pushing the limits of the engine. The "mechs" are just like a tank, there's nothing different about them except they have a looping animation which looks really stupid.

The "hover" units don't even hover. They aren't "hover" units. They're just like a tank, except they have a fake animation that makes it appear to hover, but it just doesn't have a tank tread or anything below it to show that the wheels are there.

Hmm, I guess "pushing it" wasn't the best way to put it. > What I meant is that Reborn is trying to do some things that the engine isn't capable of. Or is it, ACK? I remember a thread or two back on the old original mod forum about the best way to do mechs and hover vehicles in Renegade, and Greg replied by suggesting exactly what appears to be what the Reborn team did.

Dante's idea sounds feasible. Maybe there's a way to create some script that can enable/disable an animation on a vehicle?

as a much heated debate over it, and the "birth of Reborn" happened, Greg Hjelstrom relayed to us that all animation related scripting isn't enabled in MP, yes, you could have proper working mechs in SP, and they have been done on several test occasions. But quite simple, they are doing the best they can with the engine.

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