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Subject: Re: {Help}Mechs in Renegade

Posted by [cfehunter](#) on Mon, 24 Dec 2007 01:49:37 GMT

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You need to make a walking animation for it, then it requires a script to make it stop when the mech stops walking or you'll have the problem that the wolverines had in the old reborn.

The new reborn made a script for it and i believe that's in the new scripts.dll build.  
So that's the biggest problem sorted out for you.

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