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Subject: CnC Reborn Alpha Thriller Video  
Posted by [havocide3](#) on Tue, 20 Dec 2005 04:56:11 GMT  
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Video speaks for itself  
<http://havocide3.opticalgaming.com/rebornmoonwalk.wmv>  
Credit to Aircraftkiller

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Subject: Re: CnC Reborn Alpha Thriller Video  
Posted by [Aurora](#) on Tue, 20 Dec 2005 04:58:09 GMT  
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Notice how you can't actually see where you're shooting if you're trying to hit something in front of you

gg

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Subject: Re: CnC Reborn Alpha Thriller Video  
Posted by [Titan1x77](#) on Tue, 20 Dec 2005 09:45:45 GMT  
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the camera.ini wasn't modified then...this was a test to see different vehicles and characters in-game.

Wasn't meant to be playable...The team discovered these issues you pointed out over a month ago when this was released.

Just another topic posted that'll be locked

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Subject: Re: CnC Reborn Alpha Thriller Video  
Posted by [Daze](#) on Tue, 20 Dec 2005 11:35:06 GMT  
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Well... at least Reborn seems to have gotten Aircraftkiller playing Renegade again. So kudos Reborn team for that... sorta.

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Subject: Re: CnC Reborn Alpha Thriller Video  
Posted by [Spice](#) on Tue, 20 Dec 2005 16:02:00 GMT  
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Without the proper scripts, the wolverine will not work correctly.

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Subject: Re: CnC Reborn Alpha Thriller Video  
Posted by [Aircraftkiller](#) on Tue, 20 Dec 2005 16:49:43 GMT  
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Except it does work, which is why that video was made...

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Subject: Re: CnC Reborn Alpha Thriller Video  
Posted by [Spice](#) on Tue, 20 Dec 2005 18:33:09 GMT  
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If it was working, he would not be walking forward while moving backwards.

That, or it is a older version. I will make a video showing what it looks like in next day or so.

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Subject: Re: CnC Reborn Alpha Thriller Video  
Posted by [Renardin6](#) on Tue, 20 Dec 2005 19:30:11 GMT  
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nvm ex, sent you that on pm.

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Subject: Re: CnC Reborn Alpha Thriller Video  
Posted by [Aircraftkiller](#) on Tue, 20 Dec 2005 19:39:25 GMT  
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It's not moving forward at all, are you blind? It's going backwards doing the Moonwalk that Michael Jackson invented.

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Subject: Re: CnC Reborn Alpha Thriller Video  
Posted by [Freak](#) on Tue, 20 Dec 2005 21:40:31 GMT  
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EXdeath7 wrote on Tue, 20 December 2005 13:33If it was working, he would not be walking forward while moving backwards.

That, or it is a older version. I will make a video showing what it looks like in next day or so.

erm i think your the blind one here ack

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Subject: Re: CnC Reborn Alpha Thriller Video  
Posted by [Hav0c](#) on Tue, 20 Dec 2005 21:48:18 GMT

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This just shows that the animation isn't sync'd yet...

[Removed]

All the animations for vehicles have yet to be finalized.

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Subject: Re: CnC Reborn Alpha Thriller Video  
Posted by [sloth4urluv](#) on Tue, 20 Dec 2005 23:36:20 GMT  
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Lol I seem to remember the wolverine moving forward and working properly when I played  
Even though I hate that our work got leaked I have to admit that video is pretty funny lol.

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Subject: Re: CnC Reborn Alpha Thriller Video  
Posted by [Renx](#) on Wed, 21 Dec 2005 00:22:05 GMT  
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This isn't really meant to show off any bugs, it's just funny. It does look fine when it moves  
forward. When you move backwards though it just so happens it does the perfect moonwalk

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Subject: Re: CnC Reborn Alpha Thriller Video  
Posted by [Renardin6](#) on Wed, 21 Dec 2005 00:28:48 GMT  
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well it doesn't moonwalk anymore.

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Subject: Re: CnC Reborn Alpha Thriller Video  
Posted by [Renx](#) on Wed, 21 Dec 2005 02:45:01 GMT  
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It's a sad day for the C&C Community

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Subject: Re: CnC Reborn Alpha Thriller Video  
Posted by [Doitle](#) on Wed, 21 Dec 2005 04:30:31 GMT  
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Wow that's hilarious lol...

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Subject: Re: CnC Reborn Alpha Thriller Video  
Posted by [Jecht](#) on Wed, 21 Dec 2005 04:48:51 GMT  
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Renx wrote on Tue, 20 December 2005 21:45It's a sad day for the C&C Community

lol

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Subject: Re: CnC Reborn Alpha Thriller Video  
Posted by [PointlessAmbler](#) on Thu, 22 Dec 2005 03:47:05 GMT  
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That's awesome. It's uncanny how well that syncs up.

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Subject: Re: CnC Reborn Alpha Thriller Video  
Posted by [Dan](#) on Fri, 23 Dec 2005 08:04:56 GMT  
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I'd absolutely love it if they included that wolverine as an 'Extra' in Reborn. It'd be pretty neat squish-moonwalking XD

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Subject: Re: CnC Reborn Alpha Thriller Video  
Posted by [CompHobbyist](#) on Wed, 28 Dec 2005 19:52:57 GMT  
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any news on getting the mammoth Mk II small enough that it won't get stuck trying to move out of your base on certain maps? or fixing the multiple problems with window panes not matching up with the window frames, leaving small gaps that can be used as sniper positions?

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