

---

Subject: The Chicken  
Posted by [Poskov](#) on Fri, 18 Apr 2008 23:43:59 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

would someone bone the chicken with the chicken bones?

---

---

Subject: Re: The Chicken  
Posted by [\\_SSnipe\\_](#) on Fri, 18 Apr 2008 23:51:45 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

its already boned.....

---

---

Subject: Re: The Chicken  
Posted by [Poskov](#) on Sat, 19 Apr 2008 01:51:37 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

yeah, with the S\_A\_human bones, so it preforms the human anims. would someone bone the chicken please with the bones so it can do anims like M\_chickenwalk? thanks in advance

---

---

Subject: Re: The Chicken  
Posted by [Jerad2142](#) on Sat, 19 Apr 2008 06:40:47 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

That could take hours, and no one seems to be in the mood for making a new skeleton system just for the chicken.

---

---

Subject: Re: The Chicken  
Posted by [Poskov](#) on Sat, 19 Apr 2008 14:23:22 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

isn't there a skeleton already in the always.dat?

does it have to be boned with the chicken bones to do the animations or is there a script or something which overrides the S\_A\_human animations?

---

---

Subject: Re: The Chicken  
Posted by [\\_SSnipe\\_](#) on Sat, 19 Apr 2008 15:45:43 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

no you or someone else would have to make it and willl take hours and if your doing a serverside mod wont work unless your making a new mod

---

Subject: Re: The Chicken

Posted by [Poskov](#) on Sat, 19 Apr 2008 18:20:16 GMT

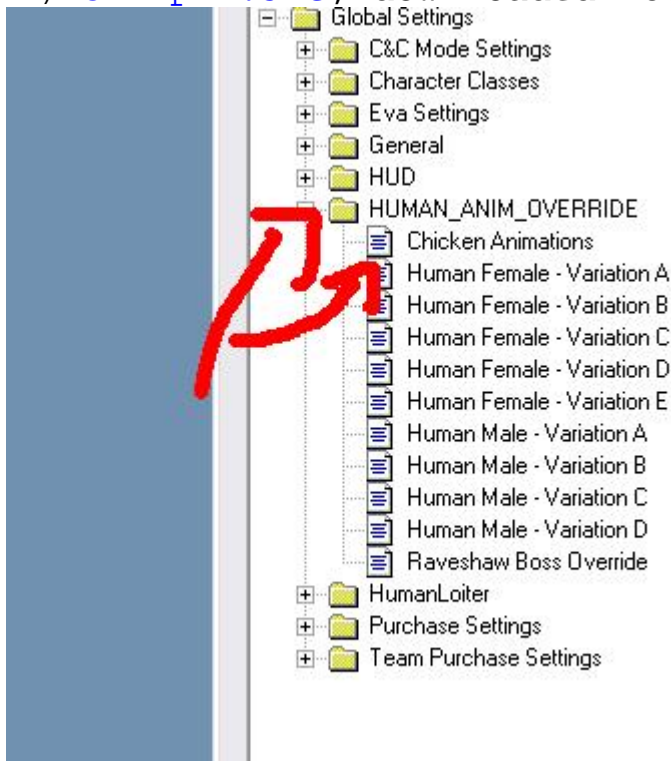
[View Forum Message](#) <> [Reply to Message](#)

---

would this work?

### File Attachments

1) [chikpik.JPG](#), downloaded 288 times



---

Subject: Re: The Chicken

Posted by [Renx](#) on Sat, 19 Apr 2008 20:00:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

What's wrong with having a chicken that moves like a penguin?

---

---

Subject: Re: The Chicken

Posted by [Poskov](#) on Sat, 19 Apr 2008 21:25:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Renx wrote on Sat, 19 April 2008 15:00What's wrong with having a chicken that moves like a

penguin?  
slightly off topic,

as I was saying, would that work? (the previous picture)

---

---

Subject: Re: The Chicken  
Posted by [TD](#) on Sat, 19 Apr 2008 22:48:08 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I'd produce chicken for KFC by boning them, then I'll eat them in a fat Zinger-style with some hot-wings.

---

---

Subject: Re: The Chicken  
Posted by [\\_SSnipe\\_](#) on Sun, 20 Apr 2008 03:40:50 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Poskov wrote on Sat, 19 April 2008 11:20 would this work?  
TRY IT?

---

---

Subject: Re: The Chicken  
Posted by [Poskov](#) on Sun, 20 Apr 2008 12:16:33 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

It shows this list of animation stuff with a blank to fill with the name of the anim override anim.  
Should I put s\_a\_human.M\_Chickenwalk? or just M\_Chickenwalk?

---

---

Subject: Re: The Chicken  
Posted by [Jerad2142](#) on Mon, 21 Apr 2008 14:50:46 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Poskov wrote on Sat, 19 April 2008 12:20 would this work?  
Those animation overrides only work while moving when you have no weapons in your hands OR its held idel at your side.  
So if you shoot or crouch you go back to penguin.

---

---

Subject: Re: The Chicken  
Posted by [Gen\\_Blacky](#) on Tue, 22 Apr 2008 06:14:47 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I like the penguin reminds me of this.

---

---

Subject: Re: The Chicken

Posted by [The Executor](#) on Tue, 22 Apr 2008 16:11:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

WHAT !!! That kinda of remind me of this:

HAHA ROFL LOL [www.allyourbasearebelongtous.com](http://www.allyourbasearebelongtous.com)

---