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Subject: Re: Run dont walk from the loller sword!

Posted by [Dave Anderson](#) on Sun, 11 Feb 2007 22:28:43 GMT

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Quote:We have to figure out what to do with the reload anim, because reloading a sword doesnt make much sense... or does it?

Just make it so the arms go downward a bit and move up and down as if the guys arms are tired.

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