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Subject: Re: Exciting new feature for Renegade's multiplayer

Posted by [Jerad2142](#) on Fri, 22 Jun 2007 07:54:55 GMT

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nopol10 wrote on Fri, 22 June 2007 00:12l think it's because it will be interrupted by the running or walking animations.

Kind of not really though. I will release the script soon, with all the other scripts I am working on (read me will have to be made first).

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