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

Posted by [Cpo64](#) on Fri, 22 Jun 2007 19:28:09 GMT

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As far as I'm aware, you can't break the skeleton into too portions. There for, when you have an animation playing for swinging a sword around, and you were to walk while this was happening, you would end up with the characters feet sliding across the ground.

This would be why the character's position becomes locked while "firing"?

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