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Subject: Re: Changelist for scripts.dll 4.0  
Posted by [jonwil](#) on Sun, 22 Jun 2008 12:21:52 GMT  
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Dthdealer, can you explain what an animation twiddler is and how you make one in leveledit/renx/whatever?

Also, "Will soldier move speed sync with server in game client" is likely no.  
"Will there be a newer gameplay pending patch" is also no (there is no gameplay pending patch in scripts.dll at all and no plans for one as far as I know)

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