Subject: Re: Recommended Fixes
Posted by Craziac on Sun, 29 Jun 2008 05:23:21 GMT
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Quote from Ghostshaw:Actually those animations are server sided and can be removed on the server.

Quote from trooprm02:There is no current way (to my knowledge) of blocking those animations, so it would be in the fix which is what im guess you mean?

IIRC, you can just remove all the:
Commands->Attach_Script(obj,"MDB_Taunt_Key","Taunt1,h_a_a0a0_l12");
To disallow taunting. Then the Client (with or without CP1/2) cannot do them.

Though you're right, it's a bit extreme.