
Subject: Re: Set_Animation(params);
Posted by [Jerad2142](#) on Fri, 07 Jan 2011 00:13:05 GMT
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4.0 should have fixed this if I remember correctly, otherwise the only hack to make it works only works for the host of the game, you'd have to create a bunch of Remote Process Calls to the client to make it work for them.

Edit: And in my method the infantry would still be unable to move, just use their gun and take damage.
