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Subject: Dodge moves?

Posted by [LucefieD](#) on Tue, 17 May 2005 02:07:38 GMT

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I've been playing around with these I think seaman originaly figured this out but its the edit in the input.cfg that allows you to exceute a dodge move when you double tap one of the movement buttons. I think it would be cool add these(might help avoid that anoying hummer/buggy )

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