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Subject: Re: Do fire0anim and fire1anim actually do anything?

Posted by [Oblivion165](#) on Sun, 02 Jul 2006 13:19:49 GMT

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i have tried all of those overrides for walk, run etc, and i couldnt get any of them to do anything at all. The animations were correct in W3D viewer, they worked like any other.

It did crash game.exe if there was something in the path and not in the pkg but as for using them, nothing.

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