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

Posted by [danpaul88](#) on Sun, 02 Jul 2006 15:24:55 GMT

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well the vehicle I was testing didn't have a secondary weapon, so thats probably why it was only working for fire0anim.

It's worth noting the vehicle had -1 clip size, so it never had to reload. Perhaps the animation plays constantly until it needs to reload? Just theorising.

And it was a base defense, and the animation played even when it was not shooting at anything.

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