Subject: Re: Ghost Infantry
Posted by Veyrdite on Mon, 03 Sep 2007 09:51:20 GMT

Works, thanks. Jonwill needs to fix his version.
The double-poke bug still exists though. Also when i poke the human switch (to turn me back into GDI_MP rather than my ghost MP version)The animation is stuck in the stance that it stuck when i became flyable.

This would be great for spectators on servers, i guess the server would setup a bot that changes a players team to neutral, and does this when they type in !spectate or something.