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Subject: Re: Recommended Fixes

Posted by [jonwil](#) on Sat, 28 Jun 2008 16:18:13 GMT

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No falling damage glitch (where you dont get falling damage when an animation such as a taunt is playing on a soldier) wont be fixed in 4.0. However there are functions in 4.0 to find out if a soldier is falling and using those, changes can be made to e.g. SSGM so that it wont allow a taunt to play if you are falling.

No idea about the other stuff

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