Subject: Re: melee attacks Posted by Jerad2142 on Sun, 14 Sep 2008 21:02:26 GMT View Forum Message <> Reply to Message

Any animation attached to a bot will make them stop tell the animation completes playing, this means that if you make it have no weapon fire animation, it will at least not stop moving when it shoots.

Page 1 of 1 ---- Generated from Command and Conquer: Renegade Official Forums