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Subject: Re: MP Anim

Posted by [GEORGE ZIMMER](#) on Thu, 08 Oct 2009 23:15:19 GMT

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jonwil wrote on Thu, 08 October 2009 17:52: Actually, the amount of lag added from these things is likely to be essentially none (or maybe a tiny bit)

This, there's about 2 things that even use weapon animations, and those are beacons and C4. C4 should be disabled, but beacons would be alright.

Hell, maybe even disable it for both, and just make it work so mods can use it. That's mostly what it'd be for anyway.

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