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Subject: Re: CnC Reborn : Jumpjet Animation Test  
Posted by [samous](#) on Tue, 03 Nov 2009 04:54:44 GMT  
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That really cool, but what about death animations?  
If he dies in the air, will it be different then on the ground?  
(EX: In the air, he dies and falls on the ground {or explodes}, on ground he dies and just falls over)

Just little things I'm wondering about...

=samous

-That really is COOL though

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