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Subject: Set\_Animation(params);  
Posted by [reborn](#) on Mon, 13 Dec 2010 10:30:46 GMT  
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When you force a player to perform an animation (such as the taunts in SSGM) you put them into a different state; They take no damage and cannot use their weapons or indeed move (control of the player is temporarily lost until the animation is finished).

Is there any way to stop them from entering that state, or remove the effects of that state while still playing the animation?

I do not care if the only way to accomplish this is a hack. I am just curious if it can be done, and if so, then how it can be done.

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