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Subject: Re: Set\_Obj\_Radar\_Blip\_Color doesn't work on-line

Posted by [Jerad2142](#) on Fri, 16 May 2014 15:56:39 GMT

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danpaul88 wrote on Fri, 16 May 2014 09:40 You should be able to apply a blended animation to a soldier server side without preventing them from moving around... might look a bit weird though depending on how it blends with the walking animation.

For me when I applied an animation to any soldier it just locks them in place unless you are flying, if you are flying it knocks you out of the flying mode.

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