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Subject: scripts.dll 1.4...

Posted by [Deactivated](#) on Tue, 20 Jan 2004 19:04:56 GMT

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Genocide!Cirtain Player Stance On Vehicles-

When entering a vehicle, the player/s inside show up with a specified stance. (We talked about this, and you said it was in production)

Also, would it possible to enable the transition animations?

You get in, you jump in the vehicle. You get out, you step out the vehicle.

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