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Subject: Fire Animation

Posted by [PsycoArmy](#) on Wed, 30 Jun 2004 10:05:52 GMT

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Well theres a option to add fireing aniamtions in commando, but that doesnt work properly, it doesnt stop palying the aniamtions. I think you might be able ot do it with some new scripts but im not sure im not a scripter.

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