

---

Subject: Re: Recommended Fixes

Posted by [EvilWhiteDragon](#) on Sat, 28 Jun 2008 16:59:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

jonwil wrote on Sat, 28 June 2008 18:18No falling damage glitch (where you dont get falling damage when an animation such as a taunt is playing on a soldier) wont be fixed in 4.0. However there are functions in 4.0 to find out if a soldier is falling and using those, changes can be made to e.g. SSGM so that it wont allow a taunt to play if you are falling.

No idea about the other stuff

The falling and no damage thing, isn't that a SSGM glitch? As afaik it only happens when you do certain things. (No, I will not tell them in public.)

---