Subject: Re: [Server Plugin] Death Animations
Posted by reborn on Thu, 28 Nov 2013 14:28:13 GMT

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EvilWhiteDragon wrote on Thu, 28 November 2013 07:38I'm guessing that the animations do not use the direction of the player, do they? I'm guessing because in some of the animations you see the character turning while playing the animation, in a way that seems similar to how the lag reduction mechanisms would do that.

The turning is part of the animation itself, it does appreciate the facing value.