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Subject: Re: Is there anyway to prevent the soldier death animation from playing?

Posted by [Xpert](#) on Fri, 26 Sep 2014 07:39:17 GMT

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Jerad Gray wrote on Mon, 15 September 2014 13:57 Why not just create a daves arrow and then give it the model of a solder and the animation?

Otherwise you can try re-applying the idle animation post death but it'll still fade out if you do that.

because the function we're trying to do requires it to be a soldier object

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