
Subject: Re: Thoughts on 2.7 and beoynd
Posted by [Mad Ivan](#) on Wed, 29 Mar 2006 14:51:28 GMT
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jonwil wrote on Wed, 29 March 2006 17:34I dont think thats possible cat998, I dont know of any way to tell if a player is falling or not.

"is player's model playing the standard falling animation"
