

## SoD Public Bugs - Bug #23155

### Neothelid animation should not twitch

04/26/2016 05:21 PM - Richard Hilton

<b>Status:</b> Closed - Fixed	<b>Start date:</b> 04/18/2016
<b>Classification:</b> C - Minor	<b>Due date:</b>
<b>Assignee:</b>	<b>% Done:</b> 0%
<b>Category:</b>	<b>Estimated time:</b> 0.00 hour
<b>Target version:</b> 2.2.66.0	
<b>Found In Version:</b>	

**Description**

1. Start a new game with Jade the evil bard pregen
2. C:Eval('ActionOverride("EDWIN",Polymorph(12289))')
3. Select Edwin and have him attack Safana with a a throwing dagger to view the range attack animation.
4. Once he has emerged from the ground select Edwin and have him cast any spell.

Observed

1. When ranged attacking, the animation twitches.
2. When casting a spell, the animation twitches.

Expected

1. Range attack animation exists and works.
2. Spellcasting animation exists and works.

**Note**  
Internal report #22886

#### History

**#1 - 04/26/2016 05:30 PM - Richard Hilton**

- Status changed from New to Submitted

**#2 - 04/28/2016 12:53 AM - Alan Watson "ajwz"**

- Status changed from Submitted to Closed - Fixed

**#3 - 05/18/2016 05:24 PM - Jeff "Cerevant" Payne**

- Target version changed from Next Update to 2.2.66.0