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| Dynamic Entry (Running Kick) 3.1.2 |
| Brief Description: Player character attacks enemy with a special kick |
| Input Parameters: Hit K or L key while in the running animation |
| Output Parameters: Character does a midair kick |
| Called From: Movement 3.0, Running 3.1 |
| Modules Called: None |
| Author:  Date: |
| Peer Reviewer: |