
Subject: Re: Key

Posted by [reborn](#) on Fri, 22 Jun 2007 10:13:53 GMT

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In SSGM there will be something that looks like this:

```
Commands->Attach_Script(obj,"MDB_Taunt_Key","Taunt1,h_a_a0a0_l12");
Commands->Attach_Script(obj,"MDB_Taunt_Key","Taunt2,H_A_a0a0_L22");
Commands->Attach_Script(obj,"MDB_Taunt_Key","Taunt3,H_A_a0a0_L23");
Commands->Attach_Script(obj,"MDB_Taunt_Key","Taunt4,H_A_a0a0_L24");
Commands->Attach_Script(obj,"MDB_Taunt_Key","Taunt5,H_A_a0a0_L25");
Commands->Attach_Script(obj,"MDB_Taunt_Key","Taunt6,H_A_a0a0_L58");
Commands->Attach_Script(obj,"MDB_Taunt_Key","Taunt7,H_A_cresentkick");
Commands->Attach_Script(obj,"MDB_Taunt_Key","Taunt8,H_A_sidekick");
Commands->Attach_Script(obj,"MDB_Taunt_Key","Taunt9,H_A_punchcombo");
```

Just change the animation names to the new animations you want it to play. The animation names are the "H_A_punchcombo" ones...

To find the names of more animations just search the always.dat with xcc mixer, there are plenty to choose from.
