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Subject: Re: Key

Posted by [reborn](#) on Fri, 22 Jun 2007 11:43:25 GMT

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joe937465 wrote on Fri, 22 June 2007 06:16

1)ok well what do i have to do in the key source files? do i have to make it to only work on my serv if so how?

If you can do moves in other peoples servers now, then you don't need to change anything on the client at all.

joe937465 wrote on Fri, 22 June 2007 06:16

2)or can i make it where it works in any serv o and btw this scripts are ssaow 1.5

That is a different thing altogether. The onlt way that springs to mind is by changing the file names of other animations to the ones i listed before, this may trigger them instead of the one that the server is trying to make play for you. However this is just a guess.

I did mention it before, you have now been answered this question twice.

joe937465 wrote on Fri, 22 June 2007 06:16

3)also see where it says taunt 1 now which numpad button is tuant1?

That would be numpad "1"

joe937465 wrote on Fri, 22 June 2007 06:16

4)and my friend also added taunts to buttons like n,m,u,t,i how do i change all that?

Just add more key hooks, but I would take one thing at a time and try to modify the existing ones first. When yo uhave that working try expanding. One step at a time dude.

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