Subject: Re: Taunts
Posted by _SSnipe_ on Tue, 22 Apr 2008 13:51:24 GMT

reborn wrote on Mon, 21 April 2008 23:45SSnipe wrote on Tue, 22 April 2008 02:39reborn wrote on Mon, 21 April 2008 23:16You can, but it will only work for your client only. You would see it do something different, but everyone else would see the normal animation.

If you're happy with that, then open up SSGM and look at what animations the server tells the clients to play with that taunts.
Then rename someother animation in your always.dat that you have played and like to the file names listed in SSGM.
i could do that but the file he had could make it so everyone could see it....im still trying to get it form him...

Reading between the lines here, it looks like someone you know has (or claims to have) some file that allows you to make your own choosen animations play on any server?

That seems a little un-likely I think. The server sets the animation to start playing on the client, I don't really see how it's possible client side only.

You could make a server-side mod that chooses the animation to play from some huge-ass array, so everytime a client presses the taunt keys it plays a random animation. But as for a client only mod to do this in ANY server, it seems a little un-likely :-/

Maybe i'm wrong, i've never much looked into client side mods TBH. I always associated it with cheating.
hmmmmmmm