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Subject: scripts.dll 1.5

Posted by [General Havoc](#) on Fri, 20 Feb 2004 16:20:25 GMT

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Only problem with that is like JW mentioned before. There is no way as of yet on how to play animations through a script. We can reference a W3D name via a script and manipulate it's position but not call different animation frames or tell it to play/pause/stop.

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