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Subject: scripts.dll 1.5

Posted by [General Havoc](#) on Wed, 25 Feb 2004 19:12:52 GMT

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So the sub object in an animation is something like MYFLAG.WINDANIM where the bit in bold is the sub object? Normally when calling an animation to play you have to name the subobject, well in Leveledit anyway that is true. The default animation is normally the same as the W3D file name like MYFLAG.MYFLAG for example.

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