Subject: Taunts
Posted by ErroR on Sun, 08 Feb 2009 14:12:07 GMT
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Is there any way to change taunts, i mean, to change what animation the pressing of a key plays,
is there any file responsible for that? i would like to change the taunt animations.

Subject: Re: Taunts
Posted by mrÃ£Ã§Ä·z on Sun, 08 Feb 2009 14:18:52 GMT
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Yes you can simply do that but other Players wont see the new Animation, because they have
other Animations bound to a Key

Subject: Re: Taunts
Posted by ErroR on Sun, 08 Feb 2009 15:40:17 GMT
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how do i do it?

Subject: Re: Taunts
Posted by mrÃ£Ã§Ä·z on Sun, 08 Feb 2009 15:43:59 GMT
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Open up SSGM.ini and then open GMSCRIPTS.cpp and search for
"Taunt1" "Taunt2" "Taunt3" etc. on the same line you find the
Animation, just replace the Animation name, Build the Scripts and
youre done.

Subject: Re: Taunts
Posted by ErroR on Sun, 08 Feb 2009 15:46:50 GMT
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GMSCRIPTS.cpp and search for
"Taunt1" "Taunt2" "Taunt3" etc. on the same line you find the
Animation, just replace the Animation name, Build the Scripts and
youre done.
um, then it's not easy for me. i know nothing that's related to compiling/editing scripts   any other
way? or it's SOLIDLY connected to scripts (cept for replacing the animation it's self)

Subject: Re: Taunts
Posted by mrã£Ã§Ä·z   on Sun, 08 Feb 2009 15:49:27 GMT

I dont think theres another way then Replacing the Orginal Taunt,
and i cant make you a Compiled Scripts.dll because i dont have my
C++ installed yet. (Formatted Harddrive).