
Subject: Re: scripts.dll 3.0 WIP update

Posted by [jonwil](#) on Sun, 17 Sep 2006 15:04:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

BogdanV, there is a script already in the scripts.dll called JFW_Set_Animation_On_Custom. Put this on an object and send it a custom. An animation will then play on whatever object its stuck to. Use JFW_Poke_Send_Custom_2 to send the custom on poke.

Hope this helps.
