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Subject: Re: Scripted Animation

Posted by [zunnie](#) on Wed, 31 Jan 2007 00:24:11 GMT

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```
Commands->Attach_Script(obj,"MDB_Taunt_Key","Taunt1,h_a_a0a0_l12");
Commands->Attach_Script(obj,"MDB_Taunt_Key","Taunt2,H_A_a0a0_L22");
Commands->Attach_Script(obj,"MDB_Taunt_Key","Taunt3,H_A_a0a0_L23");
Commands->Attach_Script(obj,"MDB_Taunt_Key","Taunt4,H_A_a0a0_L24");
Commands->Attach_Script(obj,"MDB_Taunt_Key","Taunt5,H_A_a0a0_L25");
Commands->Attach_Script(obj,"MDB_Taunt_Key","Taunt6,H_A_a0a0_L58");
Commands->Attach_Script(obj,"MDB_Taunt_Key","Taunt7,H_A_cresentkick");
Commands->Attach_Script(obj,"MDB_Taunt_Key","Taunt8,H_A_sidekick");
Commands->Attach_Script(obj,"MDB_Taunt_Key","Taunt9,H_A_punchcombo");
```

These are keybinds used by SSAOW 1.5, the animation is played at the player when they press the key assigned to that animation.

The animation files exist in always.dat which is why everyone can actually see it.

You cant really make custom ones since that would require downloads (unless its not intended to be serverside of course)..

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