
Subject: Re: Key

Posted by [reborn](#) on Fri, 22 Jun 2007 07:58:15 GMT

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I am not sure what you are asking to do, if you want custom taunts on your client then it is probably possible to open your always.dat and rename other taunts to the ones that the server calls from the client.

The server calls the following animations:

h_a_a0a0_l12

H_A_a0a0_L22

H_A_a0a0_L23

H_A_a0a0_L24

H_A_a0a0_L25

H_A_a0a0_L58

H_A_cresentkick

H_A_sidekick

H_A_punchcombo

Try to change other animations to these file names, I don't know if it will work, but it might give you other "moves" to everyone else. The worst it could do it crash your client and you have to restore your always.dat (this isn't going to be rengaurd friendly).

If you mean how do you edit the server so that when players press the numpad keys it plays other animations from the stock ssgm ones, then search the source code for "MDB_Taunt_Key" and change the above mentioned animation names.
