reborn wrote on Thu, 06 December 2007 12:21The "moves" are defined server-side as part of ssaow/ssgm. You would need to hunt through the always.dat for another "move", they all start h_a I think, or most of them anyway.

You could also trying renaming some of the moves on your client to the ones that ssgm calls. That may actually make you do different moves client side. I havn't tried. But that for sure will not be tolerated by renguard.

SSGM calls these 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
so you mean that i cant change them from my renegade files, and it is only the ssgm stuff right?