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Subject: Re: Taunts

Posted by [mr£Ä\\$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.

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