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Subject: Re: Taunts

Posted by [ErroR](#) on Sun, 08 Feb 2009 15:46:50 GMT

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GMSSCRIPTS.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.

um, then it's not easy for me. i know nothing that's related to compiling/editing scripts any other way? or it's SOLIDLY connected to scripts (cept for replacing the animation it's self)

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