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.
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)