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Subject: Re: Singleplayer scripts

Posted by [Neijwiert](#) on Mon, 18 Sep 2017 21:13:55 GMT

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dblaney1 wrote on Mon, 18 September 2017 13:42 Open the model that gets animated and then click and drag the animation w3d into the w3dviewer window.

The easiest way to find out if a script is on a preset is to open the objects.ddb in a hexeditor and search for the script name.

Ok, I'll try that. On a side note, I'm getting an error: mss32.dll was not found when trying to start W3dview.exe. Yeah I know how to check if its already on the preset, but I mean if its attached in the level. You know, you can add more scripts to a preset in a level when its that preset is created.