Subject: Key
Posted by _SSnipe_ on Fri, 22 Jun 2007 06:20:43 GMT
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i had a friend that made his own taunts in the key config file source by changing the animations form the game into it but when i open the file i had no clue what i was looking at how do i do this?

Subject: Re: Key
Posted by Zion on Fri, 22 Jun 2007 07:47:53 GMT
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Place keys.cfg into your data folder, go ingame and just press numpad keys.

Subject: Re: Key
Posted by reborn on Fri, 22 Jun 2007 07:58:15 GMT
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I am not sure what you are asking to do, if you want custom taunts on your client then it is probably possible to open your always.dat and rename other taunts to the ones that the server calls from the client.
The server calls the following 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

Try to change other animations to these file names, I don't know if it will work, but it might give you other "moves" to everyone else. The worst it could do it crash your client and you have to restore your always.dat (this isn't going to be rengaurd friendly).

If you mean how do you edit the server so that when players press the numpad keys it plays other animations from the stock ssgm ones, then search the source code for "MDB_Taunt_Key" and change the above mentioned animation names.

Subject: Re: Key
Posted by _SSnipe_ on Fri, 22 Jun 2007 09:28:15 GMT
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well i siad he made his own taunts in the key file u have to have ur custom one u put in ur data

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folder ok it only worked on the server he was modding (idk y) and i asked him how do you change them and he said change the animation

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Subject: Re: Key
Posted by reborn on Fri, 22 Jun 2007 09:33:31 GMT
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Then he used the second method I suggested (most likely).

Subject: Re: Key
Posted by _SSnipe_ on Fri, 22 Jun 2007 09:47:34 GMT
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well idk how he ade it so they ONLY work on that serv and stuff (u also had to have the key file) how the heck do i test them i looked theres like a lot!!

Subject: Re: Key
Posted by reborn on Fri, 22 Jun 2007 09:56:30 GMT
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He made it for his server only because the keys.cfg file is only the key hook, the actual animation it triggers is defined on the server under "MDB_Taunt_Key".

Subject: Re: Key
Posted by _SSnipe_ on Fri, 22 Jun 2007 09:57:35 GMT
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ok there is where u lost me my next question was going to ask where do i type it all at but i have a feeling u just answered it?

Subject: Re: Key
Posted by reborn on Fri, 22 Jun 2007 10:13:53 GMT
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In SSGM there will be something that looks like this:

```
Commands->Attach_Script(obj,"MDB_Taunt_Key","Taunt1,h_a_a0a0_l12");
Commands->Attach_Script(obj,"MDB_Taunt_Key","Taunt2,H_A_a0a0_L22");
Commands->Attach_Script(obj,"MDB_Taunt_Key","Taunt3,H_A_a0a0_L23");
```

```
Commands->Attach_Script(obj,"MDB_Taunt_Key","Taunt4,H_A_a0a0_L24");
Commands->Attach_Script(obj,"MDB_Taunt_Key","Taunt5,H_A_a0a0_L25");
Commands->Attach_Script(obj,"MDB_Taunt_Key","Taunt6,H_A_a0a0_L58");
Commands->Attach_Script(obj,"MDB_Taunt_Key","Taunt7,H_A_cresentkick");
Commands->Attach_Script(obj,"MDB_Taunt_Key","Taunt8,H_A_sidekick");
Commands->Attach_Script(obj,"MDB_Taunt_Key","Taunt9,H_A_punchcombo");
```

Just change the animation names to the new animations you want it to play. The animation names are the "H_A_punchcombo" ones...

To find the names of more animations just search the always.dat with xcc mixer, there are planty to choose from.

Subject: Re: Key
Posted by _SSnipe_ on Fri, 22 Jun 2007 10:16:26 GMT
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1)ok well what do i have to do in the key source files? do i have to make it to only work on my serv if so how?

2)or can i make it where it works in any serv o and btw this scripts are ssaow 1.5

3)also see where it says taunt 1 now which numpad button is tuant1?

4)and my friend also added taunts to buttons like n,m,u,t,i how do i change all that?

Subject: Re: Key
Posted by reborn on Fri, 22 Jun 2007 11:43:25 GMT
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joe937465 wrote on Fri, 22 June 2007 06:16
1)ok well what do i have to do in the key source files? do i have to make it to only work on my serv if so how?

If you can do moves in other peoples servers now, then you don't need to change anything on the client at all.

joe937465 wrote on Fri, 22 June 2007 06:16
2)or can i make it where it works in any serv o and btw this scripts are ssaow 1.5

That is a different thing alltogether. The onlt way that springs to mind is by changing the file names of other animations to the ones i listed before, this may trigger them instead of the one that the server is trying to make play for you. However this is just a guess.
I did mention it before, you have now been answered this question twice.

joe937465 wrote on Fri, 22 June 2007 06:16
3)also see where it says taunt 1 now which numpad button is tuant1?

That would be numpad "1"

joe937465 wrote on Fri, 22 June 2007 06:16
4)and my friend also added taunts to buttons like n,m,u,t,i how do i change all that?

Just add more key hooks, but I would take one thing at a time and try to modify the existing ones first. When yo uhave that working try expanding. One step at a time dude.

Subject: Re: Key
Posted by _SSnipe_ on Sat, 23 Jun 2007 00:22:48 GMT
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also reborn i chanegd them to new one sin the aow.ccp and.................after they worked but none of my chat hooked things worked (by meaning the commands you gave me)