
Subject: How can i rename transitions/animations
Posted by [ErroR](#) on Sat, 20 Dec 2008 14:00:28 GMT
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I with to convert death animations like
h_a_deathblast
h_a_deathblast2
to:
h_a_612a
h_a_622a
h_a_623a
h_a_624a
etc.

Subject: Re: How can i rename transitions/animations
Posted by [Reaver11](#) on Sat, 20 Dec 2008 17:59:19 GMT
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Hmmm I think there is a way you can do that with a hexeditor. You would have to change the internal name and then save the file with the new name. I'm not sure though I never done much work with a hexeditor.

Subject: Re: How can i rename transitions/animations
Posted by [ErroR](#) on Sat, 20 Dec 2008 18:19:44 GMT
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i've done some things with hex editor, but to edit it it has to have the same number of letters/numbers in the name

Subject: Re: How can i rename transitions/animations
Posted by [_SSnipe_](#) on Sat, 20 Dec 2008 18:19:54 GMT
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ErroR wrote on Sat, 20 December 2008 06:00I with to convert death animations like
h_a_deathblast
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etc.
wHY

Subject: Re: How can i rename transitions/animations
Posted by [ErroR](#) on Sat, 20 Dec 2008 18:24:18 GMT
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because i want to.. they look cool

Subject: Re: How can i rename transitions/animations
Posted by [_SSnipe_](#) on Sat, 20 Dec 2008 18:29:28 GMT
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but what are you trying to chance them on? they might be an easier way

Subject: Re: How can i rename transitions/animations
Posted by [ErroR](#) on Sat, 20 Dec 2008 18:32:01 GMT
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what do you mean

Subject: Re: How can i rename transitions/animations
Posted by [_SSnipe_](#) on Sat, 20 Dec 2008 18:40:15 GMT
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You want to make it so when you die it does a diff animation? its that possible in keys.cfg or w/e?

Subject: Re: How can i rename transitions/animations
Posted by [Gen_Blacky](#) on Sat, 20 Dec 2008 18:57:10 GMT
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you can change the animations in level edit why rename them.

Subject: Re: How can i rename transitions/animations
Posted by [ErroR](#) on Sat, 20 Dec 2008 18:59:39 GMT
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i don't want to have an extra objects.ddb

Subject: Re: How can i rename transitions/animations
Posted by [Gen_Blacky](#) on Sat, 20 Dec 2008 20:36:47 GMT
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what exactly are you doing , making a mod or what.

Subject: Re: How can i rename transitions/animations

Posted by [ErroR](#) on Sun, 21 Dec 2008 12:35:19 GMT

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No.. I want it for online play

Subject: Re: How can i rename transitions/animations

Posted by [Jerad2142](#) on Mon, 22 Dec 2008 07:25:29 GMT

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Gen_Blackx wrote on Sat, 20 December 2008 13:36 what exactly are you doing , making a mod or what.

He is just swapping the death animations for different animations he likes better I would assume, or at least thats what it looks like (although keep in mind that the longer the death animation is, the longer it will take for you to respawn (although usually clicking overrides this anyways)).

Subject: Re: How can i rename transitions/animations

Posted by [ErroR](#) on Mon, 22 Dec 2008 08:45:13 GMT

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yes i know but can I still change it some way?
