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Subject: Re: Singleplayer scripts

Posted by [dblancey1](#) on Mon, 18 Sep 2017 20:42:52 GMT

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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.

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