Subject: Scripted Animation
Posted by Jerad2142 on Tue, 30 Jan 2007 20:31:59 GMT
View Forum Message <> Reply to Message

Okay the other day I was playing on-line and one of the people on my team saluted the other,
then waved and some other stuff. I am fairly sure this is done through scripting. And I am trying to
do the same thing, the only problem is that I can't get you (the soldier you are in game, obviously)
to play any animations. Has anyone ever experimented with this and got it to work, if so please tell
me how, also tell me if you know how to make the animation repeat and stuff. I could probably
figure it out but I don't want to wast time messing with it. Just to make sure, I am not asking for the
name of a script, I am making a script.

Subject: Re: Scripted Animation
Posted by Renx on Tue, 30 Jan 2007 22:39:00 GMT
View Forum Message <> Reply to Message

They are taunts built into the game.

Subject: Re: Scripted Animation
Posted by zunnie on Wed, 31 Jan 2007 00:24:11 GMT
View Forum Message <> Reply to Message

```
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");
```

These are keybinds used by SSAOW 1.5, the animation is played at
the player when they press the key assigned to that animation.
The animation files exist in always.dat which is why everyone can
actually see it.
You cant really make custom ones since that would require downloads (unless its not intended to
be serverside of course)..

Subject: Re: Scripted Animation
Posted by Jerad2142 on Wed, 31 Jan 2007 02:17:16 GMT
View Forum Message <> Reply to Message

Has anyone got infantry (human controlled) to be able to do complete animations through

---

scripting?