
Subject: I now have WORKING network Set_Animation/Set_Animation_Frame
Posted by [jonwil](#) on Wed, 04 Aug 2004 07:43:20 GMT

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Thanks to a lot of debugging and testing and reverse engineering, I have managed to get Set_Animation and Set_Animation_Frame to work 100% over the network.

Even JFW_Vehicle_Animation works (well the new version does)

This means that RA2Ven gets working Terror Drones, Reborn gets working legs for their Mammoth MK II, Titan, Wolverine, Juggernaut etc, SWMOD gets working animations for their ships and stuff and basically, anyone in the renegade community who needs fully working Set_Animation or Set_Animation_Frame gets it, including RenAlert.

All of this stuff is done via the jfw.dll I created which is a new dll that will hold all my code that patches the game exe, needs to run on the client or needs to send data over the network (although so far, its only got the animation fix which needs client side code and patching but no network). Everything here is 100% my own work with no code from SK or anyone else.

It will be released as part of the scripts.dll 1.9 I am woking on.

Due to how dangerous it would be to give hackers a direct way to run code on the client, jfw.dll could well be closed source.

AircraftKiller said on IRC and I quote

"<Aircraftkiller> Anyway, Reborn sucks and we won't fix set_animation publically until Reborn loses the competition contest and we shit in their mouth and make them swallow it"

Now that I have fixed Set_Animation, reborn gets working mecha and ACK and SK get nothing
