
Subject: I now have WORKING network Set_Animation/Set_Animation_Frame
Posted by [jonwil](#) on Wed, 04 Aug 2004 22:00:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

Everything I had seen from SK lead me to believe that if he did fix Set_Animation, it would be for RenAlert only (and they do need it, its used for the ore truck arms animation). This includes the quote from ACK from before.

Should Silent_Kane provide me with a version of bhs.dll (to put into Core Patch 1) featuring working Set_Animation before I release 1.9, I will use that. (but only if said bhs.dll is something Reborn, RA2Ven and SWANH can use).
