
Subject: Re: Set_Obj_Radar_Blip_Color doesn't work on-line

Posted by [danpaul88](#) on Fri, 16 May 2014 15:20:24 GMT

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Some of those things are already being worked on by TT for 4.2 and Set_Animation should work just fine over the network, we use it in TSR and AR already, as should Set_Model which AR uses for setting the correct camo for a vehicle depending on the map type (desert, snow, forest or urban)
