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

Posted by [Jerad2142](#) on Fri, 16 May 2014 15:25:15 GMT

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

danpaul88 wrote on Fri, 16 May 2014 09:20 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.

Set animation in this case was being used to set it on the clients and not the server, so a soldier would still be able to move around, and on the client it'd appear to be animating and moving instead of just locked in place while it animates. To my knowledge they all work (except set hud text) but most apply to all players instead of letting me do it on a per player basis.
