
Subject: Re: I now have WORKING network Set_Animation/Set_Animation_F
Posted by [Deactivated](#) on Wed, 04 Aug 2004 08:39:43 GMT

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jonwilAll 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).

What about sounds?
