

## Ryzom - Feature # 1356

|  |              |                  |        |
|--|--------------|------------------|--------|
| <b>Status:</b>   | New          | <b>Priority:</b> | Normal |
| <b>Author:</b>   | lynnara      | <b>Category:</b> |        |
| <b>Created:</b>  | 09/13/2011   | <b>Assignee:</b> |        |
| <b>Updated:</b>  | 09/14/2011   | <b>Due date:</b> |        |
| <b>Subject:</b>  | Emote Sheets |                  |        |
| <b>Description</b>   |              |                  |        |
| <p>Attached are my fully filled out emote sheets. Repacked on the server, these files will enable emotes to be played back on any unmodified client. Repacking the client version of these sheets ( emot.packed_sheets and text_emotes.packed_sheets ) also works, as long as the original animation_set.packed_sheets is being used.</p> <p>I did not bother diff'ng these files, as the year+ old originals in the repository are essentially blank.</p> |              |                  |        |

### History

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#1 - 09/14/2011 10:20 pm - aquiles

thx alot :)

### Files

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|                  |          |            |         |
|------------------|----------|------------|---------|
| list.emot        | 3.8 kB   | 09/13/2011 | lynnara |
| list.text_emotes | 204.7 kB | 09/13/2011 | lynnara |