

Update 023 Avatar Movement

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Scope: Description of the new and updated avatar movement

Introduction

Update 023 introduces a brand new movement scheme. The approach assumes that “Spawn Avatar” packet is always sent to the client before any other packets described below can be sent. If the “Spawn Avatar” packet has not been sent, the client may query for a resend of the packet by sending the following command to the server:

```
rev <Base 220 encoded, 4 byte user id>
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Spawn Avatar

‘<’ + user id + x + y + shape number + name + color code + linefeed

Name	Type	Size	Description
Magic Key	CHAR	1	Is always ‘<’ (0x3c)
User ID	BASE220 INT	4	Unique User ID
X	BASE220 INT	2	Map position X
Y	BASE220 INT	2	Map position Y
Shape Number	BASE220 INT	2	Avatar shape number
Name	BASE220 STRING	3-65	Character name
Color Code	COLORCODE	14-30	Avatar color code

Animated Move

‘/’ + user id + x + y + shape + linefeed

Name	Type	Size	Description
Magic Key	CHAR	1	Is always ‘/’ (0x2f)
User ID	BASE220 INT	4	Unique User ID
X	BASE220 INT	2	Movement <i>to</i> map position X
Y	BASE220 INT	2	Movement <i>to</i> map position Y
Shape Number	BASE220 INT	2	Avatar target shape number

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Move Avatar

'A' + user id + x + y + shape + linefeed

Name	Type	Size	Description
Magic Key	CHAR	1	Is always 'A' (0x41)
User ID	BASE220 INT	4	Unique User ID
X	BASE220 INT	2	New map position X
Y	BASE220 INT	2	New map position Y
Shape Number	BASE220 INT	2	Avatar shape number

Update Color Code

'B' + user id + shape + color code + linefeed

Name	Type	Size	Description
Magic Key	CHAR	1	Is always 'B' (0x42)
User ID	BASE220 INT	4	Unique User ID
Shape Number	BASE220 INT	2	Avatar shape number
Color Code	COLORCODE	14-30	Avatar color code

Remove Avatar

')' + user id + linefeed

Name	Type	Size	Description
Magic Key	CHAR	1	Is always ')' (0x29)
User ID	BASE220 INT	4	Unique User ID