

Dynamic Avatars

Description

Dynamic Avatars is a system introduced in the [Tied With A String Update](#), that allows [Dragon's Eye Productions](#) to deploy new avatars on Furcadia without the need for a mandatory client update and all the effort involved in making, testing and releasing it to the public. The system keeps track of any additional avatars available through communication with the game server, downloads avatar files when available and displays these avatars in-game as if they were regular ones.

Pasted from <http://wiki.nf.qien.net/f/Dynamic_Avatars>

Documentation

The dynamic avatar command will be JM\$ followed by 1-20 groups of 3 bytes, one for each dynamic avatar that's been released at the time. If there are no dynamic avatars released, the server just won't send the command.

JM\$ABCABCABC.... So that'll be up to a $3 * 20 = 60$ character command at most, sent when people log in, and also to everyone logged in whenever we update the avatars.

J	M	a fixed string, will not change.
\$		version number of the command itself. Will likely never change from 1 (base220 '\$')
A		version number of the avatar, starting at 1 (base220 '\$')
B		gender, 0=unspec, 1=fem, 2=male (base 220 #/\$/%). This is the order in the portrait and specitag files, too.
C		pointer to the portrait species: this is the same as the last byte of the color code, so from 40 to 59 (base 220 K to _).

So JM\$%#K%\$K%%K\$#N for three version 2 avatars (40=unspec, 41=male and 42=female) sharing the same portrait/specitag files at species number 40, and one generic avatar at species number 43 using its own portrait/specitag.

If C is not the current avatar (40 to 59), then only download the species file. Otherwise, download species, portrait and specitag files.

Species file:	http://apollo.furcadia.com/species/DPlayer%d.fox
Portrait file (only download if C != current avatar):	http://apollo.furcadia.com/species/DPort%d.fox
Specitag file (only download if C != current avatar):	http://apollo.furcadia.com/species/DSpeci%d.fox

(I'll upload sample files there tomorrow morning)

%d in the above is the dynamic species number from 1 to 20 (no species 0!) This is (C - 39) from above. Filenames for downloading are CASE SENSITIVE, because this is Apache on unix.

If there were a crazy amount of time available to me, I'd implement magic, too. Sadly, there isn't, so these dynamic species have no magic. If 32bit still has dynamic avatars, this should be a pretty easy add-on, though: hence the command version number.

Pasted from <<http://forums.furcadia.com?showtopic=64722>>

Cache Structure

Downloaded dynamic avatars, as well as their tracking file, are stored in the main cache folder in the "Dynamic Avatars" subfolder (In Windows Vista/7 it's **c:\ProgramData\Dragon's Eye Productions\Furcadia\Dynamic Avatars**).

Protocol Value Reference

The following table was taken from Farrier's species list. This information may help you test the system by simulating server-to-client instructions.

name	DS species	colorcode special#	frame	avatar file	portrait file	specitag file
DynamicAvatar 1	135	111	10001-10020	DPlayer1.fsh	DPort41.fsh	speci3.fsh:0-2
DynamicAvatar 2	136?	112	10021-10040	DPlayer2.fsh	DPort42.fsh?	speci3.fsh:3-5
DynamicAvatar 3	137?	113	10041-10060	DPlayer3.fsh	DPort43.fsh?	speci3.fsh:6-8
DynamicAvatar 4	138?	114	10061-10080	DPlayer4.fsh	DPort44.fsh?	speci3.fsh:9-11
DynamicAvatar 5	139?	115	10081-10100	DPlayer5.fsh	DPort45.fsh?	speci3.fsh:12-14
DynamicAvatar 6	140?	116	10101-10120	DPlayer6.fsh	DPort46.fsh?	speci3.fsh:15-17
DynamicAvatar 7	141?	117	10121-10140	DPlayer7.fsh	DPort47.fsh?	speci3.fsh:18-20
DynamicAvatar 8	142?	118	10141-10160	DPlayer8.fsh	DPort48.fsh?	speci3.fsh:21-23
DynamicAvatar 9	143?	119	10161-10180	DPlayer9.fsh	DPort49.fsh?	speci3.fsh:24-26
DynamicAvatar 10	144?	121	10181-10200	DPlayer10.fsh	DPort50.fsh?	speci3.fsh:27-29
DynamicAvatar 11	145?	122	10201-10220	DPlayer11.fsh	DPort51.fsh?	speci3.fsh:30-32
DynamicAvatar 12	146?	123	10221-10240	DPlayer12.fsh	DPort52.fsh?	speci3.fsh:33-35
DynamicAvatar 13	147?	124	10241-10260	DPlayer13.fsh	DPort53.fsh?	speci3.fsh:36-38
DynamicAvatar 14	148?	125	10261-10280	DPlayer14.fsh	DPort54.fsh?	speci3.fsh:39-41
DynamicAvatar 15	149?	126	10281-10300	DPlayer15.fsh	DPort55.fsh?	speci3.fsh:42-44
DynamicAvatar 16	150?	127	10301-10320	DPlayer16.fsh	DPort56.fsh?	speci3.fsh:45-47
DynamicAvatar 17	151?	128	10321-10340	DPlayer17.fsh	DPort57.fsh?	speci3.fsh:48-50
DynamicAvatar 18	152?	129	10341-10360	DPlayer18.fsh	DPort58.fsh?	speci3.fsh:51-53

DynamicAvatar 19	153?	131	10361-10380	DPlayer19.fsh	DPort59.fsh?	speci3.fsh:54-56
DynamicAvatar 20	154?	132	10381-10400	DPlayer20.fsh	DPort60.fsh?	speci3.fsh:57-59

Helpful Links

<http://ftr.icerealm.org/ref-numeric> - JavaScript-based powerful base95/base220 numeric conversion tool.

<http://ftr.icerealm.org/ref-instructions/> - Furcadia protocol reference table.