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## No Skill Delay Hack Ragnarok Offline

Select the first option and remove all frames EXCEPT the first. You now should have one frame left, if you play the action nothing happens. Tutorial 0:delay sprites Used for the skill. At the menu bar, a new window will pop up... act files with it same as Gryff. Just extract it somewhere. At first, make a Backup of your data. Rightclick into the file list -> Add File(s) Just to remember: data/sprite/000/001 male - 0 female - 0 The last step is to save the... grf file (Ctrl + s) and be happy. Remarks: You may have to edit more then one frame for skill animations credits goes to me (Maskana) If you don't like my rough english, \*\*\*\* you.. Extracting a whole folder is a bit buggy, thats why i uploaded them. Alright, once you extracted your desired sprite with the... Over the direction field in the action selector, search the one thats used for skills, for the High Priest's in act12. NO MSG: 1862 There is no such character name or the user is offline Skill Name#Billing Web#HP capacity of this Internet Cafe is full.. This guide show how to modify your sprites so that you don't have a client side after cast delay anymore.. grf before you mess up something Open your data grf with Gryff. File -> Open -> select your.

If you am't sure if you have selected the correct one just play the action and you will see it.. So connection is terminated!Incorrect version of hack shield file. This guide show how to modify your sprites so that you don't have a client side after cast delay.. You have removed the frames for the front side now, but you are missing 7 more sides, just chose another direction at the middle of the window and redo the same as before.. Thats useful to spam Sonic Blow for example Here is a video to it. Thats not me, just picked it randomly.. Now you are able to open them with actOR (be sure your full path don't include any korean characters) File -> Open -> sprite Should look like this, i took the High Priest for example...act file After you saved everything, rename them to the origin name. Go back to the directory where you extracted your sprite and add your new one, you can simply overwrite it AFTER you made a backup of it... act files, they are located at data/sprite/000/001 male - 0 female - 0 You can extract them one by one or over the treeview.. Once you picked the correct one open Edit Frame Dec 19, 2014 - I added delay on my yggitrail berry. Id: 607 AcjsName.

Now you should save the sprite and the act. Just save the sprite over the menu bar, but attention: I got errors as i saved the act file over the menu bar too, so just close the program, a prompt will pop up and ask if you want to save the...act file you have to rename them because there are problems with korean letters, but don't forget to save the origin name somewhere, like in a text file... grf file. Once its open it should look like this: Now you have to extract the Sprite models and the... Now we have to remove the frames thats used for the skill animation, leaving the first (otherwise your RO client will crash).. Required Programs Gryff - Gryff is a grf editor, just extract it somewhere actOR - actOR is a sprite editor and you can create the required.