

Notice of Intellectual Property Infringement

Advanced Animation Framework (AAF), by dagobaking · against **boopi_mod**, by **boopi-coder** · 12 October 2026

Rights holder	dagobaking, sole author and copyright owner of Advanced Animation Framework (AAF), every version
Infringing work	boopi_mod (also distributed as "boopi_mod REDUX"), including its components "G.A.M. — animation engine" and "G.A.M. — animation manager"
Infringing party	boopi-coder (GitHub: github.com/boopi-coder ; Boosty: boosty.to/boopi-coder)
Nexus Mods listing(s) reported	
Public source repository	github.com/boopi-coder/boopi_mod . All evidence below is pinned to commit 8df293305fe28720313213cc84df313729ab0e1e (12 Oct 2026), so it can be checked even if the files are later changed.

Summary. The author of boopi_mod took AAF's distributed package, unpacked its archives, decompiled its compiled interface, and read its Papyrus source scripts line by line. In their own words, the goal was to build a substitute for AAF. They then **published a 1,059-line technical restatement and translation of AAF's source code, documentation and message texts**, citing AAF's own source line numbers throughout. They also **ship, installed by default, a plugin named AAF.esm** that reproduces 29 of AAF's internal record identifiers exactly, under AAF's own script names. They market the result as "an AAF replacement" ("no need to install AAF") and ask users for payment through Boosty and cryptocurrency. AAF is copyrighted, all rights reserved, and no copy or derivative of AAF or its documentation has ever been authorized. The author's own files show that all of this was done knowingly.

1. The protected work and its terms

AAF is a Fallout 4 animation framework written and maintained by dagobaking. AAF's source scripts carry the author's name (Beta 161.1 AAF_API.psc, lines 5-14: "ADVANCED ANIMATION FRAMEWORK - API ... by dagoba_king"). AAF is released under the following published terms:

AAF Copyright Notice: "Every version of the software mod Advanced Animation Framework (AAF), its source code and all related content (including the instructions, documentation and guides written by the author) have always been and remain: **Copyrighted with All Rights Reserved**. No copies or derivatives of any AAF file or related content has been authorized."

AAF Terms of Use (bind anyone "using any version of the AAF mod"): "You also agree that files downloaded are for direct, personal use only. You agree that you will not directly or indirectly distribute files or any form of content (including but not limited to documentation, guides or any other written content) available here (in any format including direct files or screenshots) to anyone else ... unless you have written prior approval to do so." ... "including source code ... documenting or discussing how the software works internally or externally does not void, remove or change the ownership rights the author has in the AAF mod."

boopi-coder has never asked for, or received, any permission to copy, translate, decompile, republish or create derivatives of AAF or any of its content.

2. Proof that the infringing party used AAF's own files

The infringing party's research document names its sources as AAF's own distributed files. Every line count and line range they cite matches AAF Beta 161.1 (archived release AAF Beta 161.1, January 2021) exactly:

Their citation (aaf_engine.md / AAF_API.psc)	Content at that location in AAF Beta 161.1	Match
AAF_API.psc "1159 lines"	AAF_API.psc is 1,159 lines	Exact
AAF_MainQuestScript.psc "2757"	AAF_MainQuestScript.psc is 2,757 lines	Exact
Structures "AAF_API.psc 53-123"	line 53 ;; SceneSettings ... line 123 EndStruct	Exact
Events "AAF_API.psc 134-147"	line 134 CustomEvent OnSceneInit ... line 147 CustomEvent OnWalkInit	Exact
StartScene "[PSC 634-662]"	line 634 Function StartScene(Actor[] actors, SceneSettings settings = None)	Exact
Functions "AAF_API.psc 528-1160"	line 528 AAF_API Function GetAPI() Global	Exact
makeActorData "[PSC 1859-1908]"	AAF_MainQuestScript line 1859 Var[] Function makeActorData(...)	Exact
isValidLocation "[PSC 1996-2007]"	AAF_MainQuestScript line 1996 Bool Function isValidLocation(...)	Exact
initAnimation "[PSC 2321-2361]"	AAF_MainQuestScript line 2321 Function initAnimation(...)	Exact

Their own source table (docs/research/aaf_engine.md, lines 16-24) lists these inputs and marks each "direct reading":

[PSC] "исходники Papyrus из `70 Source Scripts` (читал целиком: `AAF\_API.psc` 1159 строк, `AAF\_MainQuestScript.psc` 2757 ...)"
 "Papyrus sources from `70 Source Scripts` (read in full: AAF_API.psc 1,159 lines, AAF_MainQuestScript.psc 2,757 ...)"

[ESM] "`AAF.esm` и два патча-esp, разобраны своим листером записей"
 "AAF.esm and two patch esps, taken apart with our own record lister"

[SWF] "логика `Interface/AAF.swf` (AS3), восстановлена из байткода: парсер ABC + стековый «псевдо-декомпилятор» (свои скрипты)"
 "the logic of Interface/AAF.swf (AS3), reconstructed from bytecode: ABC parser + stack-based 'pseudo-decompiler' (our own scripts)"

[TXT] "`Interface/Translations/AAF\_En.TXT` (таблица сообщений и кодов ошибок)"
 "AAF's English message file (table of messages and error codes)"

3. The violations

Violation 1: A published derivative work and translation of AAF's source code, documentation and written content

Copyright: derivative work / translation Copyright Notice: "no derivatives" Terms of Use: redistribution of written content

File: docs/research/aaf_engine.md (1,059 lines, published on GitHub).

Line 1: "AAF Beta 161.1 изнутри: спецификация совместимости для движка G.A.M."
 "AAF Beta 161.1 from the inside: a compatibility specification for the G.A.M. engine"

Lines 3-5: "Назначение: понять, как устроен Advanced Animation Framework (dagobaking), чтобы написать ... собственный движок G.A.M., который (а) проигрывает AAF-контент ... и (б) обслуживает моды, вызывающие `AAF:AAF\_API`."
 "Purpose: to understand how Advanced Animation Framework (dagobaking) is built, in order to write ... our own G.A.M. engine which (a) plays AAF content ... and (b) serves mods that call AAF:AAF_API."

The document is a systematic restatement of AAF's protected material, translated into Russian, with source citations throughout (17 citations to AAF's Papyrus source, 11 to its XML schema, plus its compiled interface, settings and message files). It includes:

- **\$4.8 (lines 786-800): a translation of 42 of AAF's own error messages**, keyed by AAF's error codes. Examples:

Code	AAF's message (AAF_En.txt)	Their text (translated back)
[028]	"Actor %VAR0% failed to lock (status: %VAR1%), cancelling position."	"lock failed"
[048]	"The API attempted to change a setting that doesn't exist: %VAR0%"	"nonexistent setting"
[060]	"Actor %VAR0% is busy and cannot start a new scene."	"actor is busy"
[085]	"Animation (%VAR0%) length ... is below the minimum required ..."	"animation shorter than 350 ms"
[093]	"Join failed. One or more actors were exiting the scene to be joined."	"joining an exiting scene"

- **\$7.1 (lines 874-923): AAF's settings file, reproduced as a 35-row table** with each setting's name, default value and meaning, taken from AAF's AAF_settings.ini and debug ini.
- **\$4.2-4.6 (lines 616-776): AAF's complete Papyrus API**: every structure, function and event, with AAF's source line numbers, plus AAF's internal actor-data format (makeActorData, a non-public function).
- **\$1.5 (lines 135-214): AAF's scene lifecycle, step by step**, reconstructed from AAF's scripts and decompiled interface code, with AAF's internal status names and source line references.
- **\$3.2 (lines 536-566): AAF's actor-placement algorithm**, reconstructed from decompiled code, including the internal function names (initAnimation, refreshOffsets) and the exact call sequence AAF uses.
- **\$2 (lines 226-512): AAF's XML data system**, restated type by type from AAF's schema file, with schema line numbers.
- **\$6 (lines 830-870): a table of AAF.esm's internal records** with their editor IDs and form IDs.

A translation is a derivative work. Restating AAF's documentation, message texts and settings in another language and publishing them is exactly what AAF's Copyright Notice forbids ("no copies or derivatives of any AAF file or related content, including the instructions, documentation and guides") and what AAF's Terms of Use forbid ("will not ... distribute ... any form of content (including ... documentation, guides or any other written content) ... in any format").

Violation 2: Decompiling AAF's compiled code and extracting its archives, then publishing the results to build a substitute

Copyright: unauthorized reproduction

Use beyond any interoperability exception

Appendix A of the same document (lines 1042-1059) describes the toolchain the author built to take AAF apart:

```
"`aaf_tools\ba2list.py` — читатель BA2 ...; `swfabc.py` — парсер SWF/ABC + дизассемблер AVM2; `pseudo.py` —
«псевдо-декомпилятор» ... `aaf_ba2_out\` — извлечённое содержимое BA2 (SWF, pex, строки);
`aaf_swf_out\AAF.txt` (дизассемблер, 73 тыс. строк, 249 классов), `AAF.pseudo.txt` (псевдокод, 23 тыс. строк),
`AAF.raw` (распакованный SWF)"

"a BA2 reader; a SWF/ABC parser + AVM2 disassembler; a 'pseudo-decompiler' ... the extracted contents of AAF's
archive (SWF, pex, strings); the disassembly (73 thousand lines, 249 classes), the pseudocode (23 thousand lines),
the unpacked SWF"
```

The appendix then lists AAF's internal program structure: some 30 named classes across AAF's controller, actor, model and utility packages. They also say the decompiled dumps were deliberately kept out of the

repository (lines 8-10), so they knew those dumps were not theirs to publish. Yet they published the knowledge taken from them in detail, and used it to build a product meant to replace AAF.

The document calls itself a "clean room" (line 8). It is not one. A clean room needs the people who study the original and the people who write the replacement to be separate, and here the same author did both. The analysis itself is public, in the same repository as the replacement.

Even legal systems that allow decompiling for interoperability limit it. EU Directive 2009/24/EC, Article 6(2), and equivalent national laws forbid passing the information obtained on to others, and forbid using it to develop a program substantially similar to the original. boopi-coder did both: they published the information, and used it to build a drop-in replacement for AAF.

Violation 3: A counterfeit AAF.esm that copies AAF's internal record structure and impersonates AAF in users' games

Passing off / confusion

Copying of AAF's internal structure

File: [core/src/oldgenai/plugin/aaf_facade.py](#). This file builds a plugin with the file name AAF.esm (line 22), whose main quest shows in game as "AAF (G.A.M.)" (line 73), and which hard-codes **29 record identifiers taken from AAF's own AAF.esm** (lines 27-40). We checked every one against AAF.esm: **all 29 match exactly** (full table in Appendix B).

20 of these 29 records are not in any of AAF's public documentation. They are AAF's internal state markers and lists: walking and locking state, a debug flag read at startup, AAF's save-format version, an internal reset exclusion list, and others. They are not part of AAF's documented interface. Their presence shows that this is a copy of AAF.esm's internal layout, taken from AAF's file, not a reimplementaion of a documented interface.

The counterfeit plugin is installed **by default** ([data/modpacks/base.yaml lines 198-212](#), `default: true`) and is described as:

"Our own AAF.esm: mods made for AAF (Advanced Animation Framework) ask for a scene as usual — and G.A.M. plays it, no AAF needed. The same entry point (the quest, keywords, script and event names) ..."

A user's load order then shows an AAF.esm that dagobaking did not make. Problems caused by boopi_mod's substitute will be blamed on AAF and reported to AAF's author. This is the same "fake AAF" strategy used before by another framework that misappropriated AAF.

Violation 4: AAF's script interface reproduced under AAF's own names, copied by line range from AAF's source

Copyright: reproduction from source

Copyright Notice: "no copies or derivatives"

Files: [game-plugin/papyrus/AAF/AAF_API.psc](#) and [AAF_MainQuestScript.psc](#), with compiled copies shipped as [data/gam/facade/scripts/AAF/AAF_API.pex](#) and [AAF_MainQuestScript.pex](#).

These scripts take AAF's exact script names (`Scriptname AAF:AAF_API`, `Scriptname AAF:AAF_MainQuestScript`). Their own comments say which parts of AAF's source each section was copied from:

```
line 13: ; ---- AAF's properties (AAF_API.psc 25-43)
line 31: ; ---- AAF's structures (AAF_API.psc 53-123), the same fields and defaults
line 64: ; ---- AAF's events (AAF_API.psc 134-147)
line 141: ; AAF's functions (AAF_API.psc 528-1160), the same signatures and defaults
```

AAF's SceneSettings structure is reproduced with all of its fields in AAF's order, with matching defaults, including AAF's internal placeholder value "default_excludetags", which AAF's own functions set (Beta

161.1 AAF_API.psc lines 573 and 605). So are AAF's PositionSettings structure, all 14 of AAF's custom events, and AAF's API functions with AAF's parameter names and defaults.

Violation 5: Marketed as an AAF replacement, while asking for money

Commercial exploitation Diversion of AAF's users

- The forum announcement (docs/forum/forum-post.en.bbcode.txt, line 53) calls the component "*an AAF replacement*"; line 64 and README lines 139 and 203: "*Mods made for AAF work with G.A.M. — no need to install AAF.*"
- The base pack describes it (data/modpacks/base.yaml, line 169) as "*Our next-generation animation engine (an AAF replacement)*".
- The README and the announcement ask for payment: a Boosty page (README line 31 and the "Support the author" section from line 582) and cryptocurrency donations (README from line 597).

The infringing party is using material taken from AAF to pull AAF's user base to their own product, which they fund through paid support.

Aggravating factor: the infringing party claims, for their own work, the rights they deny AAF

boopi_mod is published under CC BY-NC-ND 4.0, which forbids derivatives and commercial use. Its NOTICE.txt says: "*You may NOT distribute modified versions — neither a changed program nor changed or derived source code.*" The author clearly understands derivative-work rights and enforces them for their own project, while publishing a derivative of AAF's code and documentation without permission.

4. Action requested

1. Remove the boopi_mod listing(s) and files named above from Nexus Mods, and refuse re-uploads that contain AAF-derived material.
2. In particular: any file containing or generating the counterfeit AAF.esm and the AAF:AAF_API / AAF:AAF_MainQuestScript scripts ("G.A.M. — animation manager"), and any copy of, or link to, the aaf_engine.md document.
3. Prevent boopi_mod and its components from being promoted on Nexus Mods as a replacement for, or a substitute for, AAF.

5. Statement

I have a good-faith belief that the use of the material described above is not authorized by the copyright owner, its agent, or the law. The information in this notice is accurate, and I am the owner of the copyright in Advanced Animation Framework and its related content, or am authorized to act on the owner's behalf.

Rights holder	dagobaking, author of Advanced Animation Framework (AAF)
Contact	Through the Nexus Mods account this report is submitted from
Date	12 October 2026

Appendix A: Evidence index (all links pinned to commit 8df2933)

Item	Location	Shows
Research document	docs/research/aaf_engine.md	Violations 1 and 2: sources (L16-24), purpose (L1-6), API (L616-776), error messages (L786-800), settings (L874-923), decompilation toolchain (L1042-1059)
Counterfeit AAF.esm generator	core/src/oldgenai/plugin/aaf_facade.py	Violation 3: file name AAF.esm (L22), 29 copied record IDs (L27-40), quest name "AAF (G.A.M.)" (L73)
Default install of the counterfeit	data/modpacks/base.yaml	Violations 3 and 5: L169 "an AAF replacement"; L198-212 default: true
AAF-named scripts (source)	game-plugin/papyrus/AAF/	Violation 4: L13, L31, L64, L141 cite AAF source line ranges
AAF-named scripts (compiled)	data/gam/facade/scripts/AAF/	Violation 4: shipped .pex files
Announcement text	docs/forum/forum-post.en.bbcode.txt	Violation 5: L53, L64
README	README.en.md	Violation 5: L139, L203; payment links L31, L582-L600
Their own license	NOTICE.txt	Aggravating factor

Appendix B: AAF.esm record identifiers copied into the counterfeit plugin

"Theirs": `aaf_facade.py` lines 27-40. "AAF.esm": the form ID of the same record in AAF's own AAF.esm (local ID, load-order byte removed). "Documented": whether the record is named anywhere in AAF's public documentation.

Record (editor ID)	Type	Theirs	AAF.esm	Documented
AAF_MainQuest	QUST	000F99	000F99	by ID
AAF_ActorBusy	KYWD	00915A	00915A	yes
AAF_ActorLocked	KYWD	017CEA	017CEA	yes
AAF_ActorBlocked	KYWD	022BB0	022BB0	yes
AAF_GenderOverride_Male	KYWD	0121BB	0121BB	yes
AAF_GenderOverride_Female	KYWD	0121BC	0121BC	yes
AAF_BlockMFG_All	KYWD	029615	029615	yes
AAF_BlockMFG_Mouth	KYWD	029616	029616	yes
AAF_Version	GLOB	00D5BF	00D5BF	yes
AAF_isWalking	KYWD	025949	025949	no
AAF_isLocked	KYWD	02E9AF	02E9AF	no
AAF_OnWalkToActive	KYWD	02D2E2	02D2E2	no
AAF_ResetActor	KYWD	01EEE5	01EEE5	no
AAF_WalkKeyword	KYWD	018484	018484	no
AAF_TemporaryItem	KYWD	02B47C	02B47C	no
AAF_LeftPowerArmor	KYWD	010AEF	010AEF	no

AAF_HadTeammateReadyWeapon_DO	KYWD	0286E1	0286E1	no
AAF_MorphKeyword	KYWD	000F9E	000F9E	no
AAF_SaveVersion	GLOB	0205B2	0205B2	no
AAF_debug_on_at_boot	GLOB	028E7B	028E7B	no
AAF_ActorTypeList	FLST	000F9B	000F9B	no
AAF_KeywordWatchList	FLST	008218	008218	no
AAF_FurnitureSearchList	FLST	002E7D	002E7D	no
AAF_ActiveActors	FLST	0098F4	0098F4	no
AAF_PopulatedActors	FLST	00A827	00A827	no
AAF_BlockedKeywords	FLST	022BB1	022BB1	no
AAF_BlockedSkins	FLST	00B75A	00B75A	no
AAF_BlockedEquipmentForms	FLST	014F53	014F53	no
AAF_BlockedFromReset	FLST	02F8E3	02F8E3	no

29 of 29 identical.