Subject: Re: Old Reborn cyborg view
Posted by danpaul88 on Thu, 27 Mar 2008 11:42:24 GMT
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You can't change the camera without spawning a whole new preset object, and you can't do that without the driver appearing to hang in air for at least a short time while before putting them back in. We tried it with AR, and if you use a script to put the driver in the new vehicle instantly it crashed the engine, presumably because it had not finished doing whatever initialisation it needed to do on the vehicle object. So we had to introduce a short delay, which caused the infantry to appear outside the vehicle briefly, which looked stupid to say the least.

So we decided to make changes to what we did so we didn't have to switch presets.