Subject: Working sounds/poke events in MP. I am 1337!
Posted by Sir Kane on Fri, 28 May 2004 13:54:05 GMT
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After a few days of work I got sounds and the poke event to work in multiplay.

Stuff done:
[list][*]Create_Sound
[*]Create_2D_Sound
[*]Create_2D_WAV_Sound
[*]Create_3D_WAV_Sound_At_Bone
[*]Create_3D_Sound_At_Bone
[*]Set_Animation_Frame
[*]Play_Building_Announcement
[*]Poke event[/list:u]
Stuff left:
[list][*]Several other commands that are host only normally.[/list:u]
Fear the 1337.

---

Subject: Working sounds/poke events in MP. I am 1337!
Posted by Majiin Vegeta on Fri, 28 May 2004 14:00:57 GMT
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not the building annoucemnts AHH!!!!

 whats the poke??

/me pokes SK

Nice work

---

Subject: Working sounds/poke events in MP. I am 1337!
Posted by Sir Kane on Fri, 28 May 2004 14:04:21 GMT
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Poke = pressing the action key infront of stuff.

---

Subject: Working sounds/poke events in MP. I am 1337!
Posted by Majiin Vegeta on Fri, 28 May 2004 14:06:59 GMT
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oo i see
i remember namehunter had a mod  that had this.. or something had to use the "use" key to
deploy vehicles to make other stuff.. cant remember it fully but i remember scorpy ( i think)  and

---

NM argueing about it did work and it didint work >_<

---

Subject: Working sounds/poke events in MP. I am 1337!
Posted by sc0rian on Fri, 28 May 2004 14:08:35 GMT
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Good work Silent_Kane

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Subject: Working sounds/poke events in MP. I am 1337!
Posted by egg098 on Fri, 28 May 2004 14:09:03 GMT
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1337.

---

Subject: Working sounds/poke events in MP. I am 1337!
Posted by Majiin Vegeta on Fri, 28 May 2004 14:12:21 GMT
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whoops
hit refresh on posting page >_<

---

Subject: Working sounds/poke events in MP. I am 1337!
Posted by [REHT]Spirit on Fri, 28 May 2004 14:20:20 GMT
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Majiin Vegetaoo i see
i remember namehunter had a mod  that had this.. or something had to use the "use" key to
deploy vehicles to make other stuff.. cant remember it fully but i remember scorpy ( i think)  and
NM argueing about it did work and it didint work >_<

They did. Was funny, trying to convince Scorp and Dante that it worked (turned out it works when
the host has it targeted or at least in sight)...finds out it doesn't work as well but doesn't give up on
the arguement. *snicker*

If you can do this, SK, might it be possible to make attached objects have lag prediction in MP?
Currently if you say, attach a seperate object like a turret to a tank, it won't move smoothly for
anyone but the host (every maybe half a second, position is updated).

---

Subject: Working sounds/poke events in MP. I am 1337!
Posted by Deactivated on Fri, 28 May 2004 16:04:37 GMT

Majiin Vegetanot the building annoucemnts AHH!!!!

Awesome... I was trying to solve this by creating dummy objects that self-destruct and then respawn and play the twiddler.

"Do you know someone who would make a positive addition to the Brotherhood?
Now they can enlist online at http://www.Brotherhoodrecruitment.Nod"
"Workers found loitering in this area will be terminated"

---

Subject: Working sounds/poke events in MP. I am 1337!
Posted by Spice on Fri, 28 May 2004 18:42:50 GMT

Thats g00d    SK always hard at work making stuff for us. SK = 1337

---

Subject: Working sounds/poke events in MP. I am 1337!
Posted by vloktboky on Fri, 28 May 2004 18:51:53 GMT

Nice job.  A lot can be done with working sounds and pokes.

---

Subject: Working sounds/poke events in MP. I am 1337!
Posted by Slash0x on Fri, 28 May 2004 19:15:54 GMT

Lol, I was just thinking about something that I could use the "poke" for. I give you 50 KUDOS for that.  (Now since I know now what a poke is.  )

---

Subject: Working sounds/poke events in MP. I am 1337!
Posted by Sir Kane on Fri, 28 May 2004 19:58:01 GMT

The dll(s) will be released once all commands work in MP.
It will auto detect if it has to use its FDS or game part of the code.
Only problem is that both, clients and server,  need the dll for this.

---

Subject: Working sounds/poke events in MP. I am 1337!
Posted by Oblivion165 on Fri, 28 May 2004 20:19:39 GMT

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whats the big deal? the sounds on my maos always worked over our lan for other users

---

## Subject: Working sounds/poke events in MP. I am 1337!
Posted by Sir Kane on Fri, 28 May 2004 20:22:21 GMT

Did you ever hear the obelisk charge sound or the announcements in buildings when you were not host?
I think not.

---

## Subject: Working sounds/poke events in MP. I am 1337!
Posted by TheKGBspy on Fri, 28 May 2004 20:44:54 GMT

i dont know if your fixes fix that problem:

when using the command to change the w3d option of an object (Ex: a soldier), for the host the model will properly change; the soldier will change apparence and will continu working like if the object was created with that w3d file. But for the client, the normal soldier will be ok, until the w3d is changed. When changing the w3d, unlike the host, the soldier new w3d model wont change properly. the model will move (x,y,z) but no animation is applied to it. it will be a moving Jesus on a cross.

I think thats is a just a nother server side problem that could be fixed same way you did with the other fixes you did. Can you plz fix that. Thank you

---

## Subject: Working sounds/poke events in MP. I am 1337!
Posted by U927 on Fri, 28 May 2004 20:53:16 GMT

SeaMan"Do you know someone who would make a positive addition to the Brotherhood?
Now they can enlist online at http://www.Brotherhoodrecruitment.Nod"

OGM Y DUZNT TEH LIKN WROK?!??!!?!!!!!1111111

---

## Subject: Working sounds/poke events in MP. I am 1337!
Posted by Majiin Vegeta on Fri, 28 May 2004 22:05:18 GMT

Umbral_DelaFlareSeaMan"Do you know someone who would make a positive addition to the

---

Brotherhood?
Now they can enlist online at http://www.Brotherhoodrecruitment.Nod"

OGM Y DUZNT TEH LIKN WROK?!??!!?!!!!!1111111

lol i was gonna say the same thing!

---

## Subject: Working sounds/poke events in MP. I am 1337!
Posted by Blazer on Sat, 29 May 2004 01:15:49 GMT
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TheKGBspyi dont know if your fixes fix that problem:

when using the command to change the w3d option of an object (Ex: a soldier), for the host the model will properly change; the soldier will change apparence and will continu working like if the object was created with that w3d file. But for the client, the normal soldier will be ok, until the w3d is changed. When changing the w3d, unlike the host, the soldier new w3d model wont change properly. the model will move (x,y,z) but no animation is applied to it. it will be a moving Jesus on a cross.

Yep I experienced that when I was helping SK test some stuff...he turned me into Mr Tickles, and on his screen I was running around and animating normally, but on my screen I was in the standard arms out position, and when I ran or strafed I just slid around, changing position but my player model not moving.

---

## Subject: Working sounds/poke events in MP. I am 1337!
Posted by TheKGBspy on Sat, 29 May 2004 02:49:17 GMT
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exactly!!

if he can fix that ... well i dont know what i will do for silent_kane

---

## Subject: Working sounds/poke events in MP. I am 1337!
Posted by Oblivion165 on Sat, 29 May 2004 11:17:36 GMT
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Silent KaneDid you ever hear the obelisk charge sound or the announcements in buildings when you were not host?
I think not.

i did, play my chrono canyon map over a lan.

---

Subject: Working sounds/poke events in MP. I am 1337!
Posted by Renx on Sat, 29 May 2004 14:13:16 GMT
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If you play it over LAN, you're the host, this is for MP and it will work for everyone, clients and host.

---

Subject: Working sounds/poke events in MP. I am 1337!
Posted by Oblivion165 on Sat, 29 May 2004 15:05:36 GMT
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i ment for the others on the lan, not for host.

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