
Subject: Synchronizing Animations

Posted by [Burn](#) on Tue, 13 Jan 2009 23:13:36 GMT

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OK I have this map done now, and it looks fantastic, and I'm probably gonna release it. However I've run into an unexpected problem..

This is a two player map. I have animations that are out of synch for both players. The first player joins and the animation starts without the second player being in the game, so by the time the second player gets in HIS animation starts individually and thus the two players are not seeing the same thing at the same time...

My question is, is there a way I can prevent all animations on the map from beginning until there are 2 players in the game? Can I make some adjustment to the server or is there something in the scripts I can mess with?

Thanks again!

Burn

Subject: Re: Synchronizing Animations

Posted by [samous](#) on Wed, 14 Jan 2009 01:02:23 GMT

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i don't think renegade was desined to have that ability, but you probly could create oneof those trigger zones, where if 2 or more human players are standing in it, the animation starts, but if only one stands there, nothing happenes. I saw a tut on that once, but lost it, looking for it now...

never heard from again

=samous

Subject: Re: Synchronizing Animations

Posted by [Burn](#) on Wed, 14 Jan 2009 01:07:54 GMT

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Hmm.. that sounds interesting. That could be a good work-around. I could just make the zone huge so as soon as the player joins the animation begins. That could work!
