## Subject: Pentagram
Posted by Halo38 on Mon, 14 Apr 2003 17:11:05 GMT

Ii think this would give you an elevator type sceario, you know how the game slows down when they are used in multi player....

Having objects (e.g your character) being moved by the train would cause the simalar type of effect

I'm not sure if your character would actually move with the train as it moved, or your character would remain stationary and as the animation progressed it pushed your character along with it.

Good luck with your map sounds a nice idea.