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).