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.