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Subject: Pentagonram

Posted by [Halo38](#) on Mon, 14 Apr 2003 17:24:03 GMT

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I would assume that you would get a similar problem with the train idea as the animations are moving in game objects and ren still needs to send data on where these objects and the train are between the players of the map.

It's similar, but i'm just taking the principles into account

E.g. If you jump on the back of a vehicle in ren, your character will remain still if the vehicle drives off and when he is clear of you you drop to the ground... so you would need barriers to keep your character on the train. but this means the animation has to move the train and moves the objects similar to the elevator.

This is all just me guessing, i'm just to be logical about it. but it could work.

Try a small test or two it would be interesting to find the results.

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