Subject: Cutscenes client side?
Posted by General Havoc on Fri, 16 May 2003 12:58:08 GMT

Well I havent tested this yet so I can't say if it works. One thing I do know is if your trigger the cutscene using any script using "POKE" then it won't trigger client-side. Also Jonathan Wilson said that all scripts are executed by the host no matter what (this is why the cnc_c130drop is server side). Although I see no reason why it shouldn't still shouldn't actually process the cinematic. The only reason I can see is that the script your triggering it with doesn't like to work Client-Side.

People with more knowledge on the topic may be able to help you such as Dante, Jonathan Wilson, Namehuneter to name a few. The best place to go is where SomeRhino goes to ask this sort of question, the Renegade Evolution Forums. There is a link in my signature.

_General Havoc