Subject: Re: Exciting new feature for Renegade's multiplayer
Posted by Jerad2142 on Fri, 22 Jun 2007 03:21:13 GMT
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nopol10 wrote on Thu, 21 June 2007 18:43Nice, but the animations are a bit choppy.

This is the script you have been working on not so long ago right?
Choppy animations are the recorder, the game started to lag the second I started fraps, they play fine other wise (not that I am a good animator for people though).

Viking wrote on Thu, 21 June 2007 19:34I think RP2 did this with the dual handguns you do a animation for a short whyle?
Renegade will only play the first frame of the animation, so I made the first frame holding the guns out. This new script will force the animation to go through and play all the frames (it is also using a script that detects when you fire the gun, and also sends a custom when you reload).

Oh ya, the script also works for taunts.

And there is no fram limitation to the script either, the only thing that is a limitation is that you can not move or shot after the animation starts, and there is NO way to correct this under the system I am using.