

---

Subject: Synchronizing Animations

Posted by [Burn](#) on Tue, 13 Jan 2009 23:13:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

OK I have this map done now, and it looks fantastic, and I'm probably gonna release it. However I've run into an unexpected problem..

This is a two player map. I have animations that are out of synch for both players. The first player joins and the animation starts without the second player being in the game, so by the time the second player gets in HIS animation starts individually and thus the two players are not seeing the same thing at the same time...

My question is, is there a way I can prevent all animations on the map from beginning until there are 2 players in the game? Can I make some adjustment to the server or is there something in the scripts I can mess with?

Thanks again!

Burn

---