
Subject: Cutscenes client side?

Posted by [bigwig992](#) on Fri, 16 May 2003 02:10:41 GMT

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We were trying it out on SomeRhino's map but only the host see's the cutscene. Is there a way to get it clientside too?

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Posted by [General Havoc](#) on Fri, 16 May 2003 12:58:08 GMT

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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

Subject: Cutscenes client side?

Posted by [Thiima](#) on Mon, 19 May 2003 09:30:33 GMT

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I had it play a cutscene (where your camera change to look at something) when you killed an AI bot, but again, only the host saw it
