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Subject: Multiplayer Reinforcements

Posted by [Burn](#) on Sun, 06 Mar 2005 20:38:47 GMT

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Yeah, I've been looking for a way to time it differently.

I tried attaching the "test\_cinematic" script to a character, and he spawns every 45 seconds with a 15 second variation. When he spawns, the reinforcement cinematic plays where he spawned, unfortunately, and no soldiers come out either.

Even when I attached the cinematic for when the players start the game, the soldiers spread their legs out and kind of humped their way down the rope, weren't holding on to anything either. I found it quite comical.

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