
Subject: Re: Synchronizing Animations

Posted by [samous](#) on Wed, 14 Jan 2009 01:02:23 GMT

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i don't think renegde was desined to have that ability, but you probly could create oneof those trigger zones, where if 2 or more human players are standing in it, the animation starts, but if only one stands there, nothing happenes. I saw a tut on that once, but lost it, looking for it now...
never heard from again

=samous
