Subject: Re: MP Anim
Posted by GEORGE ZIMMER on Fri, 09 Oct 2009 21:06:14 GMT

jonwil wrote on Fri, 09 October 2009 12:51Can anyone provide more details on these animations? What are they called? Where are they referenced from? (item in LE? Hardcoded in the exe?)

They're issued via the weapons AFAIK. To be more specific, [Weapon]\Settings\HumanFiringAnim (it's at the bottom of settings n such).

The problem is, it only plays the first frame of the animation, then goes back to normal. However, it works fine in singleplayer.

I dunno if that part is hardcoded, but I know you can change the animation it uses still.

Dover wrote on Fri, 09 October 2009 14:41I'm not sure about this. I'm not privy to any deep secrets about Renegade's inner workings, but I know that Ren's netcode is terrible and bad (One might even say terribad). Even though the animations wouldn't be that big a deal, could they potentially translate to a lot of lag in large servers with Renegade's shittastic netcode?

Probably not, all it is, is a simple animation being played for characters. FYI, characters walking uses an animation. So yeah, it'll lag just as much as people walking around the map, lol.