
Subject: its bring worked on

Posted by [jonwil](#) on Wed, 21 Jan 2004 02:26:57 GMT

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Ways to do transitions and open-top vehicles and stuff are being worked on...

Its just a matter of figuring out which of the various animation commands works properly in MP (Action_Play_Animation may work, we dont know yet. Set_Animation is confirmed to work since thats what Text Cinematics use) then using the right things on it.

Also, if Set_Model works in MP, that opens up even more possibilities
