
Subject: scripts.dll 1.5

Posted by [gibberish](#) on Tue, 24 Feb 2004 18:19:49 GMT

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Titan1x77this would have to be done in tenths of a second

I wrote a script which moves an object every 1/10 of a second (via Set_Position) and it looked absolutely horrible.

Trust me you don't want that.

I was able to use the existing methods to make a vehicle drive from point A to point B but I couldn't find the correct arguments to do a simple linear interpolation.

Another solution would be to increase the number of updates per second (you probably need at least 30) however this will not help MP games as most servers only run with 10 net updates per seconds.

Gib
