
Subject: Working sounds/poke events in MP. I am 1337!
Posted by [TheKGBspy](#) on Fri, 28 May 2004 20:44:54 GMT
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i dont know if your fixes fix that problem:

when using the command to change the w3d option of an object (Ex: a soldier), for the host the model will properly change; the soldier will change apparence and will continu working like if the object was created with that w3d file. But for the client, the normal soldier will be ok, until the w3d is changed. When changing the w3d, unlike the host, the soldier new w3d model wont change properly. the model will move (x,y,z) but no animation is applied to it. it will be a moving Jesus on a cross.

I think thats is a just a nother server side problem that could be fixed same way you did with the other fixes you did. Can you plz fix that. Thank you
