
Subject: MP Anim
Posted by [Poskov](#) on Wed, 07 Oct 2009 09:26:20 GMT
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Character animations need to be enabled, like in single player.
When I play online, no human animation plays except for the minimum (like running etc.), like when I deploy a beacon, my character doesn't even do the deploying animation.

Subject: Re: MP Anim
Posted by [ErroR](#) on Wed, 07 Oct 2009 09:52:29 GMT
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Hmm, i think he has a point

Subject: Re: MP Anim
Posted by [Dover](#) on Wed, 07 Oct 2009 11:32:34 GMT
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More lag? No thank you.

Subject: Re: MP Anim
Posted by [GEORGE ZIMMER](#) on Thu, 08 Oct 2009 08:15:40 GMT
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Dover wrote on Wed, 07 October 2009 06:32More lag? No thank you.
It'd hardly add lag. It'd just add some more effect, and be damn useful for mods without having to make work arounds to get them to semi-work.

Subject: Re: MP Anim
Posted by [Poskov](#) on Thu, 08 Oct 2009 12:45:03 GMT
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Dover wrote on Wed, 07 October 2009 06:32More lag? No thank you.

2009, time to get a new PC

Subject: Re: MP Anim
Posted by [EvilWhiteDragon](#) on Thu, 08 Oct 2009 13:19:11 GMT
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Poskov wrote on Thu, 08 October 2009 14:45Dover wrote on Wed, 07 October 2009 06:32More lag? No thank you.

2009, time to get a new PC

He has a point. With the animations more information would have to be send and with the current Ren netcode that is not advisable. Now we are revising it, but I'm not sure if it would improve enough to make this work nicely.

Subject: Re: MP Anim
Posted by [jonwil](#) on Thu, 08 Oct 2009 22:52:55 GMT
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Actually, the amount of lag added from these things is likely to be essentially none (or maybe a tiny bit)

Subject: Re: MP Anim
Posted by [GEORGE ZIMMER](#) on Thu, 08 Oct 2009 23:15:19 GMT
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jonwil wrote on Thu, 08 October 2009 17:52Actually, the amount of lag added from these things is likely to be essentially none (or maybe a tiny bit)

This, there's about 2 things that even use weapon animations, and those are beacons and C4. C4 should be disabled, but beacons would be alright.

Hell, maybe even disable it for both, and just make it work so mods can use it. That's mostly what it'd be for anyway.

Subject: Re: MP Anim
Posted by [jonwil](#) on Fri, 09 Oct 2009 17:51:48 GMT
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Can anyone provide more details on these animations? What are they called? Where are they referenced from? (item in LE? Hardcoded in the exe?)

Subject: Re: MP Anim
Posted by [Dover](#) on Fri, 09 Oct 2009 19:41:48 GMT
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I'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 shitty netcode?

Subject: Re: MP Anim
Posted by [GEORGE ZIMMER](#) on Fri, 09 Oct 2009 21:06:14 GMT
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jonwil wrote on Fri, 09 October 2009 12:51 Can 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 14:41 I'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 shitty 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.
