| ello |
|--|
| so to make a real-time multiplayer game rather than turn based it is necessary to sync each client to the server clock, having established an accurate rtt. Does palabre facilitate this? i.e. is there a command to grab the system time or is it possible for me to extend the code so that I can do this? |
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Real-time multiplayer game, sync to server clock? Posted by milks - 2011/03/25 14:34