
Subject: DO NOT use elevators of any kind on MP maps
Posted by [Anonymous](#) on Sat, 11 Jan 2003 13:16:00 GMT
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quote:Originally posted by Jonathan Wilson:Basicly, when you have an elevator in a MP map, because of how renegade works, it has to send a lot of data about the position of the elevator and also data related to testing for collisions back and forth over the network. On slow network connections, this data doesnt get sent back and forth fast enough and so the position of the elevator as seen by the server and the position of the elevator as seen by the clients can get "out of sync" (basicly, the clients and server think the elevator is in different places). If this gets severe enough, it has actually been shown in tests (by StoneRook and by myself) that you can potentially acually "fall out" of the elevator car and end up in the shaft. You dont see it if the connection between you and the server is fast enough such that it doesnt "desync" enough to be noticable. Thats my understanding based on what Greg Hjelstrom has told me. And I am more inclined to believe the person that likely wrote, helped write, approved or supervised the code in question over someone that hasnt even seen the code. If Greg Hjelstrom says elevators cause lag on slow connections in MP, I believe what he says, regardless of what ACK or anyone else says. The thing here is... If you're on a bad connection to begin with, you'll see bad lag regardless of what you do. So why would an elevator matter, considering the nature of lag anyways?
