
Subject: DO NOT use elevators of any kind on MP maps
Posted by [Anonymous](#) on Sat, 11 Jan 2003 01:55:00 GMT
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quote:Originally posted by Jonathan Wilson:WRONG.The distance that a moving mesh with collision options set on has to travel has a big effect on how laggy things get. Greg himself said so to me a while back. The physics type probobly also has an effect on the lag you get (elevators proboly require more processing and therefore more lag)The number of elevators on the map also has an effect on the lag you get (lots = more lag) Maps aren't a moving mesh.Almost 75\% of the elevators in Renegade are the standard ones... And they cause little problems with latency.
