
Subject: DO NOT use elevators of any kind on MP maps
Posted by [Anonymous](#) on Sat, 11 Jan 2003 12:39:00 GMT
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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 probably also has an effect on the lag you get (elevators probably 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)
