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Subject: DO NOT use elevators of any kind on MP maps  
Posted by [Anonymous](#) on Fri, 10 Jan 2003 22:21:00 GMT

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quote:Originally posted by DoctorNerve: quote:Originally posted by aircraftkiller2001:  
quote:Originally posted by Jonathan Wilson:an increase in the following factors can increase the lag:  
1.the amount of movement that the meshes with collision flags set have to do.  
2.the number of players in the game  
3.the ping of the players in the game  
and 4.the size of the map  
Using client\_physics\_optomizaiton helps but not much.  
So, doors dont lag so much because they only move a small way but an elevator has to move further so it lags more. Basicly, any mesh that moves and has collision flags set will cause lag of some kind. Whether its noticable/causes a problem depends on the 4 factors above.  
Its something to do with the way the renegade engine/netcode works.  
4. Wrong.  
We tested this sucker... elevators blew because the client and the server were constantly fighting over where the elevator should be... imagine 10 players calling an elevator from the top and the bottom at the same time... it breaks no matter how good the connection is.  
I would imagine so... The thing is, I doubt it will happen... Or rarely so.  
Back a while ago, I played DMCenter (The map I e-mailed you about, remember? With the Nod Communications Center in the middle?) on The Pitts, a server I help administrate... The playercount went to 40 players, and the two elevators on the Communications Center didn't hinder performance in the slightest. However, my shoddy GF2 MX200 video card and 256 MB of RAM were running badly when people used flamethrower type weapons. Other than that, the map ran perfectly. I would imagine it would work fine for another server as well.

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