
Subject: DO NOT use elevators of any kind on MP maps
Posted by [Anonymous](#) on Fri, 10 Jan 2003 20:58:00 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 folowing 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 game3.the ping of the players in the gameand 4.the size of the mapUsing 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.Unless you play on a nice speedy LAN game... that will work err... ok
