Subject: Chinook with Turrets! Carryalls and buyable weapons too! Sug
Posted by Anonymous on Thu, 12 Dec 2002 02:27:00 GMT
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Are you guys considering that if the vehicle is going to be supported in some sort of invisible 'cradle' below the carryall, this will be a major lag problem in online games?The transported vehicle will effectively be nudged to turn to the same direction as the carryall. This will also be the same when flying higher and lower in the carryall. Just picture how much a transport heli currently lags when packed full with five 56k'ers. I can imagine this causing similar problems.To see for yourself, play with walls_flying and park a chinook beside either wall and drive a humvee/buggy onto the roof of the chinook. Then pilot the chinook and take off and fly around. If you try this in a 16 player game you can sometimes experience major, major lag.Also, do you think you're going to have more than one sort of carryall? One for heavy vehicles, one for light? You may need this because if you're planning to block the sides off with the cradle they will need different dimensions (just think of the size of a humvee and a mammoth tank). A humvee in a carryall made wide enough for a mammoth would slide and move all around and not stay in relative position to the carryall.Just my thoughts on this inventive project...