
Subject: C.P.O - Client Physics Optimisation
Posted by [flyingfox](#) on Sat, 24 Jul 2004 02:10:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

That's the solution to the harvester bug when hosting a game, thanks.

And the reason the harvesters act weird, is because the game only gives a crap about objects actually visible when you turn on CPO. It's ok in multiplayer because as you know the server handles harvester waypaths and things like that.
