
Subject: C.P.O - Client Physics Optimisation

Posted by [2000_years](#) on Mon, 26 Jul 2004 01:26:03 GMT

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So what does it actually do?

Can it stop you sliding around / vehicles being jumpy sometimes?

I'll have to have a fiddle around, thanks

it seems to me to improve FPS on larger games (if you're not looking at the action, in a tunnel or something) you'll get higher FPS
