

---

Subject: C.P.O - Client Physics Optimisation

Posted by [Majiin Vegeta](#) on Mon, 26 Jul 2004 23:08:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

CPO from what i heard a while ago ( correct me if im wrong :oops: )

it only displays / updates what is inview

so say your in the tunnels it wont render the tanks out in the field and it wont update on thier positions until you move into view

thats why sometimes you will see tanks suddenly teleport or run into walls the same with infantry but not all the time

this helped me on the 56k becuae it lowered the amount of KBPS i needed which allowed me to play more on 20 player servers etc. instead of being limited to 12 or laggy 16 players

---