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Subject: Commando : Open Source

Posted by [PiMuRho](#) on Sat, 18 Sep 2004 04:33:22 GMT

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smwScottActually, I believe you will be able to attain a similar level of physics in multiplayer. You'd probably have to change the more unimportant objects client side, or remove a lot of extra physical objects to cut down lag, but it's definitely do-able. Even if you keep it standard I'm sure it will be far beyond the physics boundaries of almost any other game, even single player.

I was referring to the physical simulation of the buggy. In a game of 16+ players, you couldn't run it as if it were single-player.

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