Subject: Do you think this is worth it? Server-side terrain?
Posted by [REHT]Spirit on Wed, 13 Aug 2003 15:35:44 GMT

An idea has popped into me recently.....soo......I have a question for you guys.

I'm sure that it is possible to set up terrain so that you can manipulate it in-game. Through a test_cinematic script (the one that does your c130 scripts), I think it is possible that we could let the host manipulate the terrain at the begaining of the game or even during later on. Ie, first 5 minutes, the terrain is all flat. The host alt-tabs a little later on, edits a small file, then goes over to a switch, presses E, and BAM!........20 hills come up (possibly even with a small effect).

What does this mean? It means that you will have a limited ability to make your own map and not require others to download it.

The only thing you would not be able to do is place building controllers and spawners.

Question is: Do you guys think it's worth it?