Subject: Do you think this is worth it? Server-side terrain?
Posted by General Havoc on Wed, 13 Aug 2003 16:57:17 GMT
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Yeah I had this same idea before (can't remember if I posted it anywhere) but I had an idea of opening a new section of a map say half way into the game. You should try out some ideas, basically you can spawn anything in the always.dat unless you give the client the model? Remembering that if you spawn something not in the FDS always.dat the model will be "fake" meaning you can walk through it.