

---

Subject: Do you think this is worth it? Server-side terrain?

Posted by [Dante](#) on Thu, 14 Aug 2003 05:33:45 GMT

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

---

hmm

"could" be an interesting idea, but terrain does not reflect well on the other side, objects need a bounding box, and there are alot of objects that the game engine will push you off of, would suck to get pushed off of a map.

---