Subject: Long Animations=lag?
Posted by General Havoc on Thu, 27 Nov 2003 21:31:19 GMT
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You should only be tracking an OBBOX (maybe not even that) in game so there is no problems with the lag. The only lag you could possible get is video (fps) lag if you used lots of polygons and materials. Genrally you can only cause network lag by tracking collisions.

If you was to render a collision map of a WW map you would see that it is fairly basic. You would get the main shape of the terrain then boxes around things like trees and vehicles to reduce what the game has to track. This goes for using collisions that don't need to be used (e.g. vehicle collision inside buildings) although WW did enable this for some reason.