
Subject: C.P.O - Client Physics Optimisation
Posted by [npsmith82](#) on Fri, 23 Jul 2004 22:59:42 GMT
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Ingame > F8 > CPO

Does it make any noticeable differences in game?!
I usually use it but i can never tell if it helps online at all.

Quote:CLIENT_PHYSICS_OPTIMIZATION [0|1] - Update only visible physic objects on client.
(cpo)
Also, would it be that ingame pings/lag are improved, or is it further related to frames per second?

Subject: C.P.O - Client Physics Optimisation
Posted by [rm5248](#) on Fri, 23 Jul 2004 23:02:17 GMT
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I'm pretty sure that my game play is smoother with it on... It most likely depends on the vid card that you have. 64 MB and less it probably makes a difference, any more and I don't think that it would matter.

Subject: C.P.O - Client Physics Optimisation
Posted by [Falconx](#) on Fri, 23 Jul 2004 23:49:52 GMT
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I get smoother play with it on in tunnels, but in open fields I dont see a difference.

I'm running a Radeon 9700 Pro though.

Subject: C.P.O - Client Physics Optimisation
Posted by [YSLMuffins](#) on Sat, 24 Jul 2004 01:48:00 GMT
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It does do something. Turn it in in an online multiplayer game and then start a LAN game. You'll notice the harvesters acting weird.

Subject: C.P.O - Client Physics Optimisation
Posted by [flyingfox](#) on Sat, 24 Jul 2004 02:10:41 GMT
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That's the solution to the harvester bug when hosting a game, thanks.

And the reason the harvesters act weird, is because the game only gives a crap about objects actually visible when you turn on CPO. It's ok in multiplayer because as you know the server handles harvester waypaths and things like that.

Subject: C.P.O - Client Physics Optimisation
Posted by [2000_years](#) on Mon, 26 Jul 2004 01:26:03 GMT
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So what does it actually do?
Can it stop you sliding around / vehicles being jumpy sometimes?
I'll have to have a fiddle around, thanks

it seems to me to improve FPS on larger games (if you're not looking at the action, in a tunnel or something) you'll get higher FPS

Subject: C.P.O - Client Physics Optimisation
Posted by [terminator 101](#) on Mon, 26 Jul 2004 02:34:55 GMT
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Wow, this command is pretti cool. I just tried it and I think that it helps a bit on my slow computer. Any other usefull commands that I should know about?

Subject: C.P.O - Client Physics Optimisation
Posted by [Fabian](#) on Mon, 26 Jul 2004 02:54:12 GMT
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edit_vehicle (for LAN/MP Practice/MP Host only)

Subject: C.P.O - Client Physics Optimisation
Posted by [terminator 101](#) on Mon, 26 Jul 2004 03:00:10 GMT
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What does that do?

Subject: C.P.O - Client Physics Optimisation
Posted by [bigjoe14](#) on Mon, 26 Jul 2004 03:27:25 GMT
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Allows you to edit vehicle physics in-game.

Subject: C.P.O - Client Physics Optimisation
Posted by [Renx](#) on Mon, 26 Jul 2004 16:19:38 GMT
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cpo improves my fps by about 10, but only in large games and mainly in tunnels. If I try it in sniper games, my fps drops by about 20-30...

Subject: C.P.O - Client Physics Optimisation
Posted by [Blazea58](#) on Mon, 26 Jul 2004 16:39:10 GMT
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From what ive known about using client physics optimization, is that it will make an average of your fps, rather than giving you random numbers dropping at high rates.

So lets say your ingame with 20-50 fps without, when you turn it on, it will make an average depending what you can handle, so it would be around 35 constant fps rather than jumping around alot.

I only use it in large servers, i like to get high fps on low amount of players, so its not needed really.

Subject: C.P.O - Client Physics Optimisation
Posted by [Majiin Vegeta](#) on Mon, 26 Jul 2004 23:08:37 GMT
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CPO from what i heard a while ago (correct me if im wrong :oops:)
it only displays / updates what is inview
so say your in the tunnels it wont render the tanks out in the field and it wont update on thier positions until you move into view
thats why sometimes you will see tanks suddenly teleport or run into walls the same with infantry but not all the time

this helped me on the 56k becuase it lowered the amount of KBPS i needed which allowed me to play more on 20 player servers etc. instead of being limited to 12 or laggy 16 players

Subject: C.P.O - Client Physics Optimisation
Posted by [ericlaw02](#) on Tue, 27 Jul 2004 10:48:07 GMT
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I use it a long time, but don't know what it optimizes too, just think it works good.

Subject: C.P.O - Client Physics Optimisation

Posted by [Uberfahr](#) on Tue, 27 Jul 2004 12:44:18 GMT

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do you have to activate it every time you join a game, or does it keep the status "cpo 1" once you ve switched it on?

Subject: C.P.O - Client Physics Optimisation

Posted by [flyingfox](#) on Tue, 27 Jul 2004 13:39:55 GMT

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As has already been explained at least twice in the thread. And no, you need to activate it every time you run the game.
