Subject: Map
Posted by Kamuix on Sun, 30 Oct 2005 19:42:22 GMT
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I just got finished making a serverside map When all of a sudden When i move at spawn point it keeps lagging me back to the spawn point. I reloaded the map in Leveledit to make sure that was'nt the problem, Maybe something with the terrain being move, Its not,

Anyone have any idea what might have caused this?

Thanks!

Subject: Re: Map
Posted by Kamuix on Sun, 30 Oct 2005 19:52:13 GMT
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Nevermind that wasn't hard to figure out, I had change server settings without restarting.