Subject: Elevators - not in MP maps ---
Posted by Anonymous on Fri, 10 Jan 2003 16:10:00 GMT
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Did a proof of concept map - works great in LAN games - on line -you get warping big time - due to the server and the players all getting the data at different times -i asked and was confirmed by Greg - unless you have a LAN game - or super duper connections with NO LAG - elevators are a losing thing on MP maps.so - with that - i am stopping work on using them - since they will only hinder the maps we play.now on to other things...(btw - some people have used elevators in maps - but not with much success - i only did the proof of concept to refine the modding.)(but look for them in SP expansions...   )

Subject: Elevators - not in MP maps ---
Posted by Anonymous on Fri, 10 Jan 2003 16:39:00 GMT
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i have replaced all the elevators with spiral staircases in buildings that i am using that used to be single player buildings.It works pretty good.....you might wany to try that......i like having the multi story base buildings in my maps.....as you said.....the elevators are a major problemb due to lag in mp games.Create two cylinders that you can use as invisible barriers to keep people from going off the edge of the staircase but set the collision options for physical collision only......this way people can still shoot down or up the staircase.I have a model of the one i used to replace the elevator in the conyard if you would like to have a look at it to see how i did it.e-mail me if you want to have a look at it.Eric. [January 10, 2003, 16:39: Message edited by: SGT.May]

Subject: Elevators - not in MP maps ---
Posted by Anonymous on Fri, 10 Jan 2003 16:44:00 GMT
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Its not just elevators, anything that animates will cause lag. For example, I would recommend against using the Single Player Tiberium Refinery in a MP map, that would cause major lag.

Subject: Elevators - not in MP maps ---
Posted by Anonymous on Fri, 10 Jan 2003 18:23:00 GMT
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quote:Originally posted by Jonathan Wilson:Its not just elevators, anything that animates will cause lag. For example, I would recommend against using the Single Player Tiberium Refinery in a MP map, that would cause major lag.not really - it's how you do the animation.- since the SP ref was made for SP - they really didn't consider the hit on the engine.for example - if you make a mesh with textures - with collision settings - the engine needs to figure out a heck of a lot of things to move it.so - Greg recommends - you make a hidden mesh do the collision settings - and the texture mesh has none (w3d options) --that way - the engine has less to figure out (the hidden mesh is easier to handle then a textured/collision set mesh)that's why i'm re-doing the bridge

destruction animation - instead of having each piece collidable - only hidden meshes will be - and using them - i can get away from the problem of vehicles floating in the air (if they don't move when a mesh drops away - they maintain position) - the hidden mesh will translate the vehicle to fall..seems like a lot eh?funny how you find out stuff by mucking with it...   and asking a lot of questions.

Subject: Elevators - not in MP maps ---
Posted by Anonymous on Sat, 11 Jan 2003 06:58:00 GMT
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I have a staircase too, SGT.May, but it's not spiral.Well, it spirals - I suppose it has to to fit in an elevator shaft, but it's more rectangular   [January 11, 2003, 07:01: Message edited by: Taximes]

Subject: Elevators - not in MP maps ---
Posted by Anonymous on Sat, 11 Jan 2003 09:40:00 GMT
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i guess i woulde have better described it as a spiral ramp......it's a flat spiral.......but i'm sure you could make a staircase that would fit under it and make the flat spiral hidden with physical and camera collision option enabled.and then place a more realistic looking spiral staircase just below the flat spiral and it would work the same.I am using the spiral staircase on the conyard in my map.....it is the only multi story building in my map right now......the conyard is an access hub to the all the tunnels under each base.Eric.

Subject: Elevators - not in MP maps ---
Posted by Anonymous on Sat, 11 Jan 2003 10:32:00 GMT
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If you use invisible physical blockers you can make it square or circular......as long as the blocker fits closely to the doorway it doesnt matter what the shape is.Here's a pic of my staircase design.http://www.planetcnc.com/sgtmay/images/previews/spiral_prev.JPGit's not perfect but it does it's job just as it was designed to do.Here's a pic of it placed in the conyard.http://www.planetcnc.com/sgtmay/images/previews/spiral_prev_02.JPGAnd here's a pic of it from a walkthrough in the commando editor.http://www.planetcnc.com/sgtmay/images/previews/spiral_prev_03.JPGThe model is 634 polys total.....with inner and outer cylinder blockers.Eric.

Subject: Elevators - not in MP maps ---
Posted by Anonymous on Sat, 11 Jan 2003 10:40:00 GMT
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I have mine in a Con-Yard too   But mine's a lot simpler:http://cncsg.cncuprising.com/images/stair1.jpghttp://cncsg.cncuprising.com/images/stair2.jpg140 polys totalI have to redo some of the UVW mapping, though, It looks bad on the sides.

Subject: Elevators - not in MP maps ---
Posted by Anonymous on Sat, 11 Jan 2003 10:53:00 GMT
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looks nice   the reason i went with a circular spiral is for fluid movement up and down the staircase......no corners to get caught on.....you just enter the staircase,turn around and face the door,and then move in a circle with the keypad.....it just seems to work better for me.But i do like the one you made....and i'm sure it fits the elevator shaft a lot better than mine does....not to mention the lower poly count.   Eric.