
Subject: Please stop using SoldierGameObj::Set_Max_Speed in multiplayer
Posted by [jonwil](#) on Tue, 10 Nov 2015 21:31:10 GMT

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People need to stop using SoldierGameObj::Set_Max_Speed in multiplayer because it doesn't work properly and never has. It doesn't get sent over the network and (due to some stuff in the physics code) can't be sent over the network.
Using it causes lag/warping and a poor player experience.

Subject: Re: Please stop using SoldierGameObj::Set_Max_Speed in multiplayer
Posted by [sla.ro\(master\)](#) on Wed, 11 Nov 2015 14:44:38 GMT

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what else can we use?

if you can make a function that does it better, they'll use it instead of this.

Subject: Re: Please stop using SoldierGameObj::Set_Max_Speed in multiplayer
Posted by [Gen_Blacky](#) on Tue, 17 Nov 2015 04:19:13 GMT

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Its good for none game impacting purposes.
