
Subject: Okay so its not VIS (Was: Question to mappers about VIS data)
Posted by [Anonymous](#) on Sun, 23 Feb 2003 00:40:00 GMT

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Well, here's what I have experienced. When Crimson was running the normal maps, I never experienced lag of any kind whatsoever. But now with the new maps, and nothing changed except using the new maps, I lag like crazy. The SFPS is still high, my ping is still almost 0, but for instance on walls-flying when I try to enter the side tunnel to go to the top of the mountain, I always lag/teleport back outside the ramp unless I run to the entrance and pause for a bit. Also on top of the mountain any time I run after I stop running, my character (using 3rd person view) slides a few meters while standing still. I'm not the only one experiencing it, there have been many, many lag complaints with the new maps, and even Crimson herself has noticed it. Since the only thing that has changed is the use of these modified maps, I am assuming the maps are causing it somehow. I was hoping it was just a VIS problem, and NeoSaber could add VIS data to fix it, but now that we have ruled that out...I dunno what the problem is.
