
Subject: DO NOT use elevators of any kind on MP maps
Posted by [Anonymous](#) on Sat, 11 Jan 2003 14:37:00 GMT
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You have to assume that there's a reason that Westwood didn't put elevators in the multiplayer maps. I can't think of any game engines at all that handle this kind of moving object well in multiplayer. None of the Quake engines do, nor the Unreal variants. Moving objects add to the network overhead, as the translation of the objects have to be dealt with and distributed to the clients by the server, which adds far more potential for the phenomenon known as "lag"
