
Subject: DO NOT use elevators of any kind on MP maps
Posted by [Anonymous](#) on Sat, 11 Jan 2003 13:37:00 GMT

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Replace the elevator with a square or circular spiral staircase and be done with it.....granted it doesnt look as good but you will have no lag problems with elevators if you remove the elevators for mp online games.Greg H. told us long ago that elevators and any static animation "transport" vehicles will undoubtedly cause lag{warping....caused by latency between host and client}I use a 56k connection and play renegade online.....it usually isnt a problem but i know from experience that elevators and static animated "transport vehicles" do cause lag problems in mp maps.I tried to use a static animated C5 galaxy transport for transporting large numbers of troops from base to base only to discover that people lag right out of the cargo door and fall to the ground.....or get stuck in the animation mesh and halt the animation leaving everybody stuck 200 feet in the air without a parachute.If you are planning to make it a MP lan game to be played in an internet cafe only that's one thing.....but to make it for online play where there are too many variables that cannot be controlled by the host is another.My suggestion is to still use the multi story buildings in multiplayer and CTF....a lot of us agree that they make the game more interesting....but replace the elevators with staircases.....this alleviates the lag problem.This way you can still use multi story buildings from single player missions but not have the lag issues Eric.
