
Subject: DO NOT use elevators of any kind on MP maps
Posted by [Anonymous](#) on Sat, 11 Jan 2003 01:38:00 GMT

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quote:Originally posted by Jonathan Wilson:Greg Hjelstrom himself said at some point that if you use an elevator on a MP map, you WILL get mega lag at typical 56k speeds no matter what you do as far as tweaking the elevator model.I don't think anyone who plays renegade uses a 56K modem. Anyway, back to the point, I did experience problems with the elevators on hand DM, when more than one person gets in the elevator. This, i can only assume the first person triggers the elevator to move then the second one does. This only happens some of the time and causes you to "fall" down the elevator shaft. We run a Infantry server that has Death Match maps on it and sometimes the elevators do play up, but only when more than one person get in. I am not saying that is the reason the elevators are not used but i may be one. As you or may not know the control tower on the multiplayer airstrip buildon did have an elevator (indicated by the space and the hole in the airstrip). Why this was omitted, i don't know.This is to ACK, i lag in flames on my Geforce 4 ti 4200 , i can only assume its the game engine or my processor (AMD Athlon 1400Mhz + 256 MB DDR) [January 11, 2003, 01:40: Message edited by: General Havoc]
