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Subject: Elevators - not in MP maps ---

Posted by [Anonymous](#) on Fri, 10 Jan 2003 18:23:00 GMT

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quote:Originally posted by Jonathan Wilson:Its not just elevators, anything that animates will cause lag. For example, I would recommend against using the Single Player Tiberium Refinery in a MP map, that would cause major lag.not really - it's how you do the animation.- since the SP ref was made for SP - they really didn't consider the hit on the engine.for example - if you make a mesh with textures - with collision settings - the engine needs to figure out a heck of a lot of things to move it.so - Greg recommends - you make a hidden mesh do the collision settings - and the texture mesh has none (w3d options) --that way - the engine has less to figure out (the hidden mesh is easier to handle then a textured/collision set mesh)that's why i'm re-doing the bridge destruction animation - instead of having each piece collidable - only hidden meshes will be - and using them - i can get away from the problem of vehicles floating in the air (if they don't move when a mesh drops away - they maintain position) - the hidden mesh will translate the vehicle to fall..seems like a lot eh?funny how you find out stuff by mucking with it... and asking a lot of questions.

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