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Subject: Hyper Latency

Posted by [Blazea58](#) on Tue, 22 Feb 2005 01:24:08 GMT

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All that's wrong with your map is that it's not set at 0,0,0 coordinates in renx/3dsmax. All you gotta do is move the middle of the map to 0 on the Z coordinates and it will fix that insane warping lag that everyone hates so much. Trust me I had this problem many times, but solved it just by moving the map in renx, then re-exporting it also.

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