

---

Subject: Hyper Latency

Posted by [YSLMuffins](#) on Tue, 22 Feb 2005 02:00:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Edit: Ditto ^^

This plagued one of my maps once. It happened along development, so I don't know of a specific cause, but I do remember someone suggesting that you ensure that the origin (0,0) is encapsulated on the map.

---