
Subject: Client Side Warping

Posted by [Titan1x77](#) on Tue, 12 Aug 2003 20:38:22 GMT

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Ive had this problem before and could never fix it....When The Client joins they are Stuck with the Elastic Lag...Im going to test another w3d file with the same LE settings...to try and narrow it down...Also I noticed..in both problem maps,I had to change a mesh because a few poly's would flip inside out...so i detached and made a new mesh out of it to correct it...Why does this happen?

Also I have custom textures in both maps,not sure if this would cause any problems...but I'll try some of WW textures to see if this can correct anything.

I need the help of anyone who might now what is wrong...This map is worth fixing...I put alot of effort into this to make this my best map yet...and now I have to find a way to fix it.
