Brandon wrote on Mon, 14 September 2009 19:32reborn wrote on Wed, 09 September 2009 13:44Each object that is added server-side causes more work for the server. Those large blockers on walls_flying should be replaced with the large Nod base wall instead. Meaning less objects.

If you do that it will crash clients not running 3.4.4 everytime. :/

I believe you might be mistaken.