Subject: Re: Request of my TT colleagues
Posted by reborn on Tue, 17 Nov 2009 14:05:22 GMT

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StealthEye wrote on Tue, 17 November 2009 08:01This requires for client and serverside modifications. It's not going to be separated from TT.

The quick&dirty fix is indeed to make some big object (or an object far down in the ground), because then the coordinates being sent will allow lower (negative) values. If you make the map "high enough" it will fix the problem. Note that you will have to do the map changes on both server and client.

I realise that the first thing you stated was that a client and server fix was needed for this. However, if all that is needed for a dirty fix is to have an object low down on the z-axis, then would an object created on the level loaded event on the server be sufficient?

I don't really understand what causes the problem, let alone the possible solution, just asking...