
Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Fri, 12 Aug 2011 21:48:22 GMT

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I've never experienced the "laggy glitchy" elevators that people always talk about. Besides, in 4.0, the netcode is reworked somewhat. I can't imagine elevators being worse than ramps. I think the problem with elevators is the speed that they animate. The ones attached to the exterior of my structures are animated by precise keyframing and do not move quickly enough to cause you to drop through them, or have any other latency-related problems. The netcode can keep up with their position easily.

The reason I would add elevators is simply because I don't have the room on Fjord for ramps in the GDI base. I think the elevators are an elegant solution to what's otherwise going to be an ugly hack job to get the "ramps" in.
