danpaul88 wrote on Tue, 11 March 2014 08:32
Oh, and for the record, don't spawn grass as a smart object, it'll murder the netcode if you have every blade of grass sending updates.
From what I've seen simple and smart objects only send an update on player join. I'm under this impression because in ECW we have to reposition the PTs client side due to some client positioning bug which causes objects that are 1000m from the center of the map to be misplaced client side, and I only send that update once per game. Although, I have noticed that the Ren netcode stops any animations on simple objects if you move more than 300m away from the object, but tiles will loop forever.

Regardless danpaul88 is correct, things like grass should be a tile at the least if not a single terrain object which would allow you to minimalize the draw calls.