Subject: Re: base defense aim
Posted by danpaul88 on Wed, 12 Mar 2014 14:34:03 GMT

You should only really use smart objects when you need something to be mobile or armed, anything else should be done with simple game objects which do, indeed, only send infrequent netcode updates.

Smart game objects send their aiming position on a frequent update cycle and, under 4.x, a few more bits of data regarding their stealth state. Simple objects on the other hand (which is what I'd expect your PTs to be) do not send this.