
Subject: Re: Latest Red Alert FPS News!
Posted by [zeratul](#) on Thu, 06 Nov 2014 21:48:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

Jerad Gray wrote on Fri, 31 October 2014 10:42

*Unlike Unity its net code works for vehicles that can be entered and exited (where the player's computer might not be the actual 'owner/creator' of the object. Unity requires the input key press to be sent to the owner computer before it sends the updates back to your computer, which guarantees control lag if you aren't the creator.

Unity is a pain in the ass.
