

---

Subject: Still need help: elevators

Posted by [PiMuRho](#) on Mon, 29 Dec 2003 08:14:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Elevators cause problems in MP games. This is because of the way that the client and server work out your position.

Basically, your PC (the client) tells the server where it thinks you are. The server then compares this to where it thinks you are. Then it averages it out (so if you were heading north and the server thought you were going west, you'd end up going north-west).

Obviously, it's a bit more contrived than that, but if you add in the third dimension and the issues caused by having to work out where the player is when there's an animated object (i.e. an elevator) involved, then it can all go a bit wrong.

This is why there's no elevators in any of Westwood's MP levels - they were removed for exactly this reason.

It's also why you get the "attractive rocks" issue when you're driving

---