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Subject: My mod is lagging  
Posted by [greenirrad](#) on Tue, 20 Apr 2010 14:06:41 GMT  
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I have made a mod, and once I load it it starts jumping. The movement isn't slip. EX, while pressing W, instead of walking forward I just appear a bit further, and again again and again... How do I fix it?

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Subject: Re: My mod is lagging  
Posted by [Jerad2142](#) on Tue, 20 Apr 2010 16:22:28 GMT  
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I assume you are the host? And your frame rate is above 1FPS or something like that?  
  
If yes to those top two what is your mod running script wise.

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Subject: Re: My mod is lagging  
Posted by [saberhawk](#) on Tue, 20 Apr 2010 16:35:56 GMT  
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greenirrad wrote on Tue, 20 April 2010 10:06 I have made a mod, and once I load it it starts jumping. The movement isn't slip. EX, while pressing W, instead of walking forward I just appear a bit further, and again again and again... How do I fix it?

Did you make sure to set the collision types on your terrain correctly?

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Subject: Re: My mod is lagging  
Posted by [GEORGE ZIMMER](#) on Tue, 20 Apr 2010 16:46:23 GMT  
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That's weird. Maybe your map is off center? Sometimes when your map isn't centered right, your character will move really messed up. Although that usually only applies to clients, not the host...

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Subject: Re: My mod is lagging  
Posted by [greenirrad](#) on Thu, 22 Apr 2010 04:53:38 GMT  
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Well, I don't really know. I just converted the C&C\_walls\_flying using level redit, and then I made a mod package to test it out. It doesn't work. It lags like hell until crashing on both server and client. (LAN)

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Subject: Re: My mod is lagging  
Posted by [Gen\\_Blacky](#) on Thu, 22 Apr 2010 05:55:43 GMT  
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you have to recreate the culling system then save your map.

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Subject: Re: My mod is lagging  
Posted by [greenirrad](#) on Fri, 23 Apr 2010 14:03:12 GMT  
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Mr.NiceGuy wrote on Thu, 22 April 2010 00:55you have to recreate the culling system then save your map.

Great, how?

Lolz my mod is really getting further. I will make the walls map snowy with some adds...

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Subject: Re: My mod is lagging  
Posted by [Gen\\_Blacky](#) on Fri, 23 Apr 2010 16:20:01 GMT  
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You have to rebuild the vis system if you use yrr level redit. Always make sure you backup your map.

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Subject: Re: My mod is lagging  
Posted by [greenirrad](#) on Sat, 24 Apr 2010 15:39:43 GMT  
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thanks!

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Subject: Re: My mod is lagging  
Posted by [greenirrad](#) on Tue, 27 Apr 2010 11:10:47 GMT  
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Is there a way to make it faster? I was searching for VIS glitches(RenHelp VIS tutorial) for about a hour in total and there are still some remaining... Is that the only way?

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Subject: Re: My mod is lagging

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Posted by [Gen\\_Blacky](#) on Tue, 27 Apr 2010 17:36:32 GMT

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If you don't want to do any vis stuff manually just set the Granularity lower to build more vis points every x meters. when you build the vis system. To build a proper system you need to create all the vis sectors in renx but it's not required it just a boundary for the vis system. All the westwood already have this.

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