
Subject: Important information for anyone building a map

Posted by [jonwil](#) on Fri, 22 Feb 2013 07:23:21 GMT

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you are working on a map you MUST make sure that it is NOT possible for a vehicle to be higher than the highest geometry on the map otherwise you WILL get netcode issues. For flying vehicles, that means you NEED a flight roof that flying vehicles can't ever fly higher than.

Subject: Re: Important information for anyone building a map

Posted by [Mauler](#) on Fri, 22 Feb 2013 09:59:25 GMT

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thanks for the heads up, couldn't for life of me figure out what happened to my map I was creating.. all the vehicles would stick/ not fly

EDIT: I never had to create a flight roof before but ok..

Subject: Re: Important information for anyone building a map

Posted by [Generalcamo](#) on Sat, 23 Feb 2013 13:31:38 GMT

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Could we have a piece of "Hidden" geometry to rectify this issue? For the maps we want the flying vehicles to go higher?

Subject: Re: Important information for anyone building a map

Posted by [Gen_Blacky](#) on Sat, 23 Feb 2013 16:22:58 GMT

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generalcamo wrote on Sat, 23 February 2013 06:31 Could we have a piece of "Hidden" geometry to rectify this issue? For the maps we want the flying vehicles to go higher?

that's what he means a flying a blocker.

"For the maps we want the flying vehicles to go higher?"

Why would you want a vtol higher then the blocker?

Subject: Re: Important information for anyone building a map

Posted by [Jerad2142](#) on Wed, 27 Feb 2013 22:20:26 GMT

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I thought it was 100 meters above the highest terrain point before the net code starts pushing you back down or whatever?
