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Subject: Client Side Warping

Posted by [Titan1x77](#) on Tue, 12 Aug 2003 20:38:22 GMT

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Ive had this problem before and could never fix it....When The Client joins they are Stuck with the Elastic Lag...Im going to test another w3d file with the same LE settings...to try and narrow it down...Also I noticed..in both problem maps,I had to change a mesh because a few poly's would flip inside out...so i detached and made a new mesh out of it to correct it...Why does this happen?

Also I have custom textures in both maps,not sure if this would cause any problems...but I'll try some of WW textures to see if this can correct anything.

I need the help of anyone who might now what is wrong...This map is worth fixing...I put alot of effort into this to make this my best map yet...and now I have to find a way to fix it.

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Subject: Client Side Warping

Posted by [Titan1x77](#) on Wed, 13 Aug 2003 00:07:18 GMT

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I just tested again after generating Pathfinding and removing a few textures....It still has the problem..

You can walk backwards fine...

You can fly fine

You can drive Tanks fine.

You can't walk forwards and when shooting at the host...I see your turret pointed in another direction...The client and host arent on the same page.

Anyone have any advice or clue to what causes this?

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Subject: Client Side Warping

Posted by [YSLMuffins](#) on Wed, 13 Aug 2003 00:46:28 GMT

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C&C\_Caves had the exact same problem. I never was able to fix it, so I abandoned the map.

Try opening one of the leveledit files released by WW on their FTP, delete every instance of everything on the level, and remake your map fresh using that Leveledit file and re-save under a different name.

For example, open C&C\_Mesa.lvl, delete all of the terrain instances, tile, object spawners, etc, discard pathfinding and VIS data, and make your map.

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Subject: Client Side Warping  
Posted by [Titan1x77](#) on Wed, 13 Aug 2003 09:18:41 GMT  
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YSL I Have good news...CnC caves can fe revived(if you still have the files)

\*\* make sure your map is centered in g-max...or atleast touching 0,0,0

Moved my map and now its working....I had an old map that did the same thing and I got that to work too

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