Subject: Do you think this is worth it? Server-side terrain?
Posted by [REHT]Spirit on Thu, 14 Aug 2003 02:11:26 GMT

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SomeRhinoA problem with this is that clients would not be able to see the terrain that was created in-game, so they would be walking on air and keep warping everywhere because the game would have a rough time keeping in-sync.

By server-side I ment the server host decides what terrain type is where, sorry.

It ought to work cause essintally all you're doing is editing a c130 script and using new presets. Since you can make massive bot drops, I don't see why you can't place a few terrain pieces that are set up slightly differant from normal terrain.