Subject: C.P.O - Client Physics Optimisation
Posted by npsmith82 on Fri, 23 Jul 2004 22:59:42 GMT

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Does it make any noticeable differences in game?!
I usually use it but i can never tell if it helps online at all.

Quote:CLIENT_PHYSICS_OPTIMIZATION [0|1] - Update only visible physic objects on client.
(cpo)
Also, would it be that ingame pings/lag are improved, or is it further related to frames per second?