Subject: Re: Important notice for all renegade mapmakers
Posted by Jerad2142 on Tue, 11 Feb 2014 19:51:14 GMT
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It should be an option in the servers config to ignore the ID issues and attempt to run with them, I know there are a lot of ID collisions that can have no impact on the game what so ever. For example terrain ID collisions don't seem to cause any issues with the net code (at least if its just collisions with other terrain objects).

Waypoints also can be fine if they have collisions, as long as the object they collide with has a lower importance.