

Network Replication

About

- Most entities have either **networkReplicated = false**; or **networkReplicated = true**; near the top of the entity outside the edit field. They determine how entities are broadcasted to clients, but they often create many visual issues or crashes when set to true.
- For example: a network replicated door obstacle will have a positioning offset that is located at a slightly incorrect location for clients. The effect is greater the farther away the entity is from 0, 0, 0 or the world origin. This applies to every network replicated entity but the effects are gradually more noticeable from further distances.
- Network replicated entities located beyond the coordinates of **x = 800, y = 800, z = 200** will be unplayable for clients.

HOST



CLIENT



Entity offsets are roughly 0.6% closer to the coordinates of 0, 0, 0 for clients. The host does not experience this issue.

There are ways to work around entity offsets (see [Entities](#)). As of the current versions of modded multiplayer, only the AI suffer from entity offsets.

Maps with Non-Noticeable Offsets ($xy < 300, z < 100$)

- All 9 BATTLEMAGE maps
- Fortress of Doom

- Cultist Base
- Doom Hunter Base
Intro Tram & Boss Stage2 arenas have tolerable offsets
- Super Gore Nest
- Arc Complex
- Taras Nabad
Flooded & Crucible arenas have tolerable offsets
- The Blood Swamps
Left-side arenas have tolerable offsets
- The Dark Lord
Stage1 & Stage3 arenas have unplayable offsets

Maps with Tolerable Offsets (xy < 800, z < 200)

- Hell on Earth
Barge & Citadel areas have unplayable offsets
- Sentinel Prime
- Nekravol I
- Urdak
Yellow Control Tower has borderline unplayable offsets
- Final Sin
- The Holt
Possessed Tyrant arena & onward have unplayable offsets
- Reclaimed Earth
Entire map has borderline unplayable offsets

Maps with Unplayable Offsets (xy > 800, z > 200)

- Exultia
Sentinel section has tolerable offsets
- Mars Core

- Nekravol II
- UAC Atlantica Facility
Intro arena to Red Key arena have tolerable offsets
- The World Spear
Intro Village section has tolerable offsets
- Immora
- All Slayer Gate arenas

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