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Server versions from pipeline ID 3245 and above have added a routing bucket functionality, which is similar in concept to the dimension or virtual world functionality seen in prior non-Rockstar GTA network implementations.

For those unaware or lazy to search, one can assign a player or entity to a routing bucket, and they will only see entities (and players) that belong to the same routing bucket. In addition to that, each routing bucket will have its own world grid for determining population owners, so even if you have population enabled, you will notice nothing unusual at all when using routing buckets.

Example use cases include:

- Multi-mode servers where you want to have different games go on without affecting other games
- Session/party systems
- Character screen being instanced differently from gameplay going on
- Example use cases do explicitly not include interiors. Interiors should be using the traditional conceal native functions, or the future support for 3D-scoped routing policy, which will also allow specifying any instanced zone for MMO-style servers so a server can have a map area dedicated to a player/party on a mission but still be able to see everything going on outside that zone.

See the linked timestamp in this GTA Online trailer to see why interiors should not be handled using this support in GTA V, where this was fine in GTA3 series titles because they did not have any interiors looking outwards.

The natives to use are as follows:

- Note that these natives require OneSync to be on, not set to legacy mode, and at this time might still route game events such as explosions and projectiles this will be fixed in a near-future server