Contact Senders/Receivers

The first thing I want to say is that contacts have a max limit of 4096 per instance. If you have more than 4096 contacts in one instance, some will stop working

Contact senders and receivers are pretty straightforward as well, costing:

- 0.5 ms of frame time for every 1000 senders/receivers while they aren’t actively being toggled
- 0.75 ms of frame time for every 1000 receivers while they are actively being toggled

These values seems to be roughly the same no matter the shape, type, parameter count, and collision tags

Do note that this isn’t factoring in the time of parameters on your local avatar. Parameters on the local avatar have an extra cost of 1.5 ms per 1000 parameters

---

Revision #1
Created 2023-05-21 13:48:34 UTC by jellejurre
Updated 2024-08-10 08:42:26 UTC by jellejurre