
Subject: Okay so its not VIS (Was: Question to mappers about VIS data)
Posted by [Anonymous](#) on Sat, 22 Feb 2003 14:37:00 GMT

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I am convinced this can't be anything to do with the frame rate of the client due to you teleporting back a few metres. Frame rate lag only makes your game jumpy, not laggy and you may experience in a flame rush. It does sound like it would be Latency but you say your ping is low which confuses the matter. The only other thing it could be is the SFPS and if there above 50 you should have no lag at all. INFO: You can tell if a server has SFPS lag not only by looking at he value but when you use a purchase terminal, the time it takes for you to change into a character can indicate SFPS lag. If it's instant the there is little or no SFPS lag. Is this server running in GSA or WOL Mode? Next Tests: Other Servers, does this problem occur on other servers both GSA and WOL Mode? LAN, does this problem occur on LAN games? Framerate, Does the cleints framerate vary more then that of the normal version of the map?
