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Subject: what happens when u get lag stuck?

Posted by [StoneRook](#) on Tue, 22 Apr 2003 20:15:18 GMT

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That "force" is the host rig and your rig trying to figure out where in the Renegade map your "true" location is.

as you move - your world coordinates are passed to the host - which in turn sends updates to anyone around you - so everyone is about where they are seen.

if you start to lag - or go out of sync - you may be shifted around - as your rig and the host "argue" where you really are.

Worst case - you get transported into a wall or fall through the map (the "blue hell")

Best case - you seem to skate around ("popping") around the terrain.

Similar to when a sniper goes into scope mode - they seem to "pop" in and out of view (or shift side to side).

The more players - the more traffic - the host rig specs - maps - all make a difference in seeing this.

That's why you should put on `client_physics_optimization` (hit the ~ when in game - then hit c - and selecting the command) on when you start Renegade - it cuts some of the junk out.

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