Subject: what happens when u get lag stuck?
Posted by Titan1x77 on Tue, 22 Apr 2003 21:20:24 GMT

StoneRookThat "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 coodinates are passed to the host - which in turns 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 and the host "argue" where your really at.

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.

Thats 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.

Thanks rook!!

You obviously know what your doing....

I was told to check vis in my collision propertys on my whole mesh since my map has alot of height.....i tested with just the mesh and 2 start-up spawners and i still acompanied this problem.

I noticed that when he would shoot me,That he was looking in the opposite direction or at the wall.

Could the vis being checked cause this?