
Subject: Re: [BlackIntel] Wall lag fix!

Posted by [EvilWhiteDragon](#) on Fri, 18 Aug 2006 07:23:46 GMT

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PaRaDoX wrote on Fri, 18 August 2006 02:29 Sounds like a hack to me.

i play with a 1700-2500ms ping and i have never lagged though a wall.
I did not meant through the wall, just against it and not smoothly sliding against it.

Jeep Rubi wrote on Fri, 18 August 2006 02:39 He doesnt mean lagging thru a wall, he means that when you press up against a wall and to the side you dont smoothly slide off the character jumps forward and seems to get stuck then unstuck in the wall.
Yes that's what I meant. Will post short movie to show the difference.

Goztow wrote on Fri, 18 August 2006 08:55 Nice fix, though I don't think it'll be used all that often due to it being a server and client fix.

I know, we are looking for a serverside only way of fixing it , or at least trying to find a way that this modded game.exe it compatible with normal servers. If you try to join with a normal client on a modded server it will crash, so we had to mod the version too.

I have made a couple of movies to show the difference:

No wall lag fix (normal)

With wall lag fix, which is a lot smoother and easier to do buddy jumping.
