Subject: Re: [BlackIntel] Wall lag fix!
Posted by StealthEye on Fri, 18 Aug 2006 09:13:24 GMT
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Goztow wrote on Fri, 18 August 2006 08:55Nice fix, though I don't think it'll be used all that often due to it being a server and client fix.

That's what we thought, I did not know whether I needed client side coding on the fix when I started, but when I found the bug I could only fix it with a patch to the server and client... Not changing the version number would make the client go weird and crash somewhat later...
We thought that even though it might not be played much it would be a good idea to release it anyway... If someone could figure out how to make it better compatible (eg. allow patched and non-patched clients on the server, only applying the fix to the patched clients) then they have at least a start...
I doubt there will be a lot of games played, but maybe just to test the fix ;P

I'm still looking whether I can support the 2 different clients, but it isn't easy I have also looked into the "slow turrets", I think it can be fixed by a client side only patch, but I have not yet got that ready...

[edit]
Quote:that is interesting i didn't realise that this sort of thing could be fixed
Just trying hard and putting time into it makes it possible.. Guess the cause of the problem, check it, be wrong, do some tests on when it happens, guess, and finally you were right.. You "just" have to write the fix then, lol

Quote:it's a shame about it not working with RG at the moment
If renguard would accept the changes it could probably easily be allowed as a valid exe, the real problem is that the client can't connect to unpatched servers, and the server does not support unpatched clients. That's less easy to fix, too