
Subject: Re: [BlackIntel] Wall lag fix!

Posted by [EvilWhiteDragon](#) on Sat, 19 Aug 2006 08:07:50 GMT

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Whitedragon wrote on Sat, 19 August 2006 00:43 This would be useful in Reborn or APB, would you mind if we included it in the next release?

Well I see no reason why not to include it, as it improves gameplay and that's what we all want right (except Silent_Kane maybe). It would be nice to place our name and website in the credits then

Ralphzehunter wrote on Sat, 19 August 2006 02:12 I meant was it possible to fix the bug someone will be shooting at you with an arty on their screen, but on your screen they are looking away from you..

As StealthEye said, he's working on it, and rather close to fixing it. As he has already found it's cause, which is the turrets being updated every screen. The speed of which they are moving depends on a variable and the framerate. When a turret online moves it is updated at max 30 times a second, is the nur is 30, else it is lower.

With a FPS of 60 and a nur of 30 a turret other then your own moves at half the speed it should move. $60/30 = .5$ or $1/2$ so with a nur of 15 you would get $60/15 = 1/4$ of the normal speed.

Chronojam wrote on Sat, 19 August 2006 02:49 With permission, this would be packaged with the next version of APB and I see no reason why Reborn wouldn't want to use it also.

However... see if you can do something about the sniper jiggling, which is probably the result of something gay like a last-minute change to make scoped mode go at walk speed. That's the biggest annoyance.

See comment at WhiteDragon.

What do you mean about Sniper jiggling ? could you show that by a movie or something ? As I'm not totally sure what you mean.
