
Subject: [BlackIntel] Wall lag fix v2 and turret fix SERVER AND CLIENT!

Posted by [EvilWhiteDragon](#) on Mon, 28 Aug 2006 14:14:06 GMT

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As you might know we made a couple of fixes for both the wall lag and the turret lag. The wall lag fix had a really large downside, as you could only play on servers running the same fix. Now we improved it so that you can use the client with every server you like. Now is the server also available for download, so anyone can now host a server with the Wall lag fix. The server contains also some other mods from us, read the info on our website if you want to know what these are.

Read more about it here.

The turret lag fix is clientside so that will work on every server. Read more about this here.

You can download the files here:

<http://blackintel.igotfree.com/index.php?page=downloads>

Note: the used bandwidth will increase by this fix. The formula to calculate the increased bandwidth is approx.:

$12 * \text{nur} * \text{playercount}^2$ for servers

$12 * \text{nur} * \text{playercount}$ for the client

Unless Renegade optimized BW usage then it might be different.
