Subject: Re: [BlackIntel] Wall lag fix v2 and turret fix SERVER AND CLIENT!
Posted by StealthEye on Tue, 29 Aug 2006 21:29:58 GMT

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You'd need to edit dllmain.cpp, look for HINSTANCE BlackIntel;and   BlackIntel =
LoadLibrary("BlackIntel.dll");
   LastError = GetLastError();
   if (!BlackIntel)
   {
   FILE *f = fopen("dllload.txt","at");
   fprintf(f,"BlackIntel.dll failed to load, error = %d\n",LastError);
   fclose(f);
   MessageBox(HWND_DESKTOP,"Error","BlackIntel.dll Load
Error",MB_OK|MB_ICONEXCLAMATION);
   exit(1);
   }for the placement of this code, look at the source which is included

Quote:What "messages" are you talking about anyways?I added 12 bytes to the soldier position
messages sent by the renegade server to the client. I think it sends "nur" of these messages per
second, so it tells every player about every player (including themselves), hence the
playercount^2. All combined this would (without potential optimization) give the formula posted in
the first post.

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