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Subject: Re: Introducing Tiberian Technologies!  
Posted by [Ethenal](#) on Wed, 19 May 2010 16:33:59 GMT

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StealthEye wrote on Wed, 19 May 2010 10:59: Could you show a video showing exactly what you mean? I would assume that if what you're describing is netcode related, it should also happen for human controlled characters, because I don't think there is a big difference in netcode. A video or something to show exactly what you mean may allow me to give a better guess as to what's causing it though.

I searched on youtube for a while but couldn't really find anything that illustrates it that well. It's honestly pretty difficult to explain, but if you join a co-op server for even a minute you'll notice pretty quickly what I'm talking about.

Basically, player movement is smooth but movement for bots is very rough. They just kinda slide and "teleport" across the map when they move; it's as if the server sends only one "movement" instruction when the bot could have moved three separate times (as far as the engine goes). It's simply just not smooth at all.

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