Yes, the client is currently very (maybe too) sensitive to the right sbbo setting. It may help a lot to pick a sensible value for your connection.

I don't know exactly what you mean by the jerky dot. Can you perhaps record a video of that behavior?

As for the turrets feeling slower: before TT, the turret speed on the client would not match the real speed as defined by the game, nor the speed on the server. In TT, they should always move at the right pace, which is what you would previously only get in a single player LAN game.