Subject: Re: Warping/position shifts
Posted by Jerad2142 on Sun, 11 Sep 2011 23:47:24 GMT

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StealthEye wrote on Sun, 11 September 2011 17:32Those changes you are talking about only apply if both server and client are using 4.0.
The physics bug exists in stock Ren however, and in 4.0 you default vsync to on, so that might be a possible cause for less slipping around if he's syncing up with the server's physics more often.