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Subject: Re: Warping/position shifts

Posted by [Jerad2142](#) on Mon, 12 Sep 2011 15:44:59 GMT

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StealthEye wrote on Mon, 12 September 2011 09:31 vsync won't affect how often it syncs with the server. It only affects the frame time, which may change the latency of the updates, but I don't think that is likely to cause any noticeable lag, especially if it's ok on TT servers.

I'm not quite sure what you are referring to with "the physics bug". I don't think TT fixes any physics bugs that may relate to this.

Spyder, I'm assuming that the lag you're describing for 3.4 servers did not happen before you installed TT, right? Otherwise, it's just TT's improved netcode you are noticing.

The lower your frame rate the less often vehicle physics update, if you get a frame rate below 30 some vehicles start bouncing around, and I've even got a few in Rp2 that'll just start spinning and fly away. The faster the frame rate the faster the physics engine is able to update.

Saberhawk said Westwood did something wrong with their timestamps in the physics engine, so it was unlikely to be fixed.

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