Subject: Re: Warping/position shifts
Posted by Spyder on Tue, 13 Sep 2011 19:09:53 GMT

I have been playing for a fair amount of time today, and whether I have vsync turned on or off, it doesn't make a difference. It even gets worse when a server is crowded. Many people, including myself, have seen either teamplayers or enemies doing the moonwalk. They were showing a paused walking animation and warped around the map.

I think your netcode still has some flaws.