Subject: Re: Scripts 4.0 beta 5 progress update
Posted by reckneya on Mon, 09 Apr 2012 21:53:37 GMT
View Forum Message <> Reply to Message

The lag issue is valid. There seems to be a delay of what I see on my screen and what is going on actually, and the game gets corrected every few seconds where I warp to where I actually should've been.

I can recreate it easily. All I have to do is press jump continuously for a few seconds and randomly tap left and right, and then stop it all. Worst I've seen it looked like I was moving as a marble circling a drain, if you know what I mean.

Further more if I walk a straight line all is fine but if I make a few turns and then decide to go around an object, no way. Takes me for ever. People that take me on in a dance 1 v 1 with some kind of weapon? They sometimes shoot back to where they should be on my screen, or I shoot back to where I should be - all this every so many seconds. I can't get a good shot in a 1 v 1 since the latest patch.

Try getting out of your vehicle and then run around it to get into a building or something, no way. I have to move around it as if my tank has a contagious decease. If I don't I will cling to it like it's a magnet and I'm a steel canon ball.

The lag and ice skating is something that I really hope you guys can fix. Honestly, I wish that part of Renegade, the net code, was left untouched. It seems to be good for some, bad for others. But if you feel you really can improve game play by messing around with it, do it. I just hope the TT crew can get it working for everyone. Don't get me wrong, I am grateful for all your hard work, it's just shitty that I support your product to everyone even announce it in my server, and meanwhile consider to revert back to none-TT because since a patch I crash constantly and a prior patch makes it impossible to walk around objects without appearing to be completely wasted on boose.