Subject: Re: does Dragonade have the bandwidth detection thing?
Posted by dblaney1 on Tue, 18 Apr 2017 17:00:13 GMT
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The set_net_update_rate_player i recommend just running on join once. I do that on my server. It only affects updates sent from client to server. Not updates for server to client. Thats controlled by the servers net_update_rate. Its not really a good advantage like the sbbo exploit as setting a low value will make you easier to hit by other players and will make your movement slide a lot. Other characters on your screen will still move normally etc.