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Subject: Re: [CODE]Server frame time checker (Thanks to jonwil!)

Posted by [iRANian](#) on Mon, 01 May 2017 15:25:04 GMT

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Yes, but according to dblaney1 the crouching lag can't be fixed in any other way as it's a by effect of the way it works. Setting the client NUR real high resolves it.

Server NUR seems to help vehicle lag.

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