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Subject: Re: Weird walking glitch  
Posted by [Neijwiert](#) on Wed, 11 Oct 2017 20:09:59 GMT  
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dblaney1 wrote on Wed, 11 October 2017 09:55Do you have vsync on? If you go over a certain fps i believe this glitch occurs. It might be that you upgraded your computer and it consistantly puts out more frames than your old one.

I don't have this issue on my end but I run vsync. I imagine my gtx1070 and i7 6820hk without vsync would easily get the fps for it though with it off though. Next time I am home I will try it out.

I strongly recommend turning on vsync. There is a lot of physics things in the w3d engine that rely on having a consistent frame time which vsync provides. Running it should greatly reduce the amount of lag you see since the behavior of objects will be more consistent with what the server is doing.

You are right, that was the problem. I forgot Renegade had those weird issues caused by framerate.

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