
Subject: Getting weird jump lag with 63 and 100 SFPS, fixed with 500 sfps
Posted by [iRANian](#) on Thu, 07 Dec 2017 13:03:44 GMT

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Kinda hard to explain but if you jump around while moving sideways back and forth you get thrown all around the place and if you stop moving, after 1.5 seconds your character gets moved around to where it's supposed to be on the server.

This happens at 63 and 100 sfps but is fixed with 500 sfps (and 500 sfps breaks physics).

I thought dblaney1 had a fix for this?

I tested it with ExEric on his test server with less than 60 ping. He noticed the same thing almost immediately.

By the way it's less noticable with 100 sfps than 63 sfps.

Also when moving around it feels like im ice-skating when im moving around without jumping and I get pulled back a lot more...even with 60 ping.
