
Subject: cl_interp 0?

Posted by [Kingdud](#) on Tue, 08 Feb 2005 03:15:23 GMT

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Heh, so yes, I am a CS junkie, but anyway I was wondering if anyone knew of a way to turn interpolation OFF in Renegade. I have been thinking about reinstalling the game, but after playing CS with and without interpolation I have come to the sole conclusion that FPS games and interp just don't mix.

For those wondering what interp does: It "interploates" (guesses) where an object is going to be. It's to help those 56Kers with 50000 ping hit you as well as you hit them (LOL, or not). It is what causes people warping up and down as hill as they run and it is what causes the matrix style back and forth movement snipers deal with when counter-sniping.

If I could turn off interp, I would be willing to see if I still get the dreaded "connection to server interrupted: Gameplay Pending" error of doom. So, anyone know if I can turn interpolation off in Renegade, or were the devs CS noobs who hated LPBs(Low pinging bastards) and never put in a way to tweak your rates?

Peace out,

-Kingdud

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Posted by [Majiin Vegeta](#) on Tue, 08 Feb 2005 04:32:02 GMT

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i doubt you can turn it off in renegade

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Posted by [Blazer](#) on Tue, 08 Feb 2005 10:01:31 GMT

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you can experiment with the client physics optimization setting.

Subject: cl_interp 0?

Posted by [Dave Mason](#) on Tue, 08 Feb 2005 11:05:30 GMT

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will reanguard allow that? If you play online with the edited physics I mean.

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Posted by [WNxCABAL](#) on Tue, 08 Feb 2005 12:04:24 GMT

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It would probably HAVE to allow it, as it is a feature implemented in the game.

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Posted by [Dave Mason](#) on Tue, 08 Feb 2005 12:37:05 GMT

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Being able to edit your own in game physics so they differ from others'? couldn't that be used as an unfair advantage?

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Posted by [mac](#) on Tue, 08 Feb 2005 12:49:52 GMT

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In Renegade, the Client decides if you hit something. Thus, if a 5000 ping user "thought" it hit you, the server will damage you, and you will receive the damage.

This is why Cheats like Bighead work, because the client actually thinks you hit.

You can turn off this behavior on the Server with the "UseLagReduction" Setting. However, turning that off severely degrades gameplay - people are no longer being able to hit things, because the server decides who hit. It feels like major lag.

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Posted by [Dave Mason](#) on Tue, 08 Feb 2005 12:53:08 GMT

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Well you learn something new every day.

I was wondering a while back why bighead actually works, because some wankstain was using it.

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Posted by [Aircraftkiller](#) on Tue, 08 Feb 2005 16:46:43 GMT

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The flicker effect with the n00b cannon "snipers" is because of a conflict between client and server code for scope mode. Client thinks they're walking, server thinks they're running. End result is seeing both happen at once.

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Posted by [visorneon](#) on Tue, 08 Feb 2005 17:10:44 GMT

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So basically the online renegade is coded really badly...

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Posted by [Deactivated](#) on Tue, 08 Feb 2005 18:42:54 GMT

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Rushed.
