Subject: [BlackIntel] Turret lag fix!
Posted by **EvilWhiteDragon** on Sat, 19 Aug 2006 15:40:43 GMT

We talked about it already in this topic, but now it's done.
We made a fix so that you wont have arti's pointing the other way when in reality they are firing at you. This is a clientside only fix so you won't need to have a server that will support it.
Just download, unzip, and play

You can download the files here:
http://blackintel.igotfree.com/index.php?page=downloads
And a small preview movie.

Enjoy!

Edit:
I suggest reading this topic now.

Subject: Re: [BlackIntel] Turret lag fix!
Posted by **StealthEye** on Sat, 19 Aug 2006 15:47:24 GMT

FYI, the scripts.dll version is 2.9.2, with some small code to load blackintel.dll, which includes the fix. The bhs.dll is a clean 2.9.2 version only in the archive to make it easier to install. Source code of the scripts.dll is not that interesting, I cannot supply the blackintel.dll source code but if anyone is interested (for example modding teams) I can give some details on applying this into the game2.exe directly. The reason for it to be in a separate dll and not directly in game2.exe is simply that renguard accepts it this way. It could be done into game2.exe directly.

Have fun with the fix

Subject: Re: [BlackIntel] Turret lag fix!
Posted by **Goztow** on Sat, 19 Aug 2006 15:50:21 GMT

Find the typo in the link on your download page .

Thanks, will try it! Thanks for releasing all this stuff .

Subject: Re: [BlackIntel] Turret lag fix!
Posted by **EvilWhiteDragon** on Sat, 19 Aug 2006 15:53:17 GMT

Oops Fixed it

Subject: Re: [BlackIntel] Turret lag fix!
Posted by LR01 on Sat, 19 Aug 2006 15:58:11 GMT
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that is nice, but,
works this only with the scripts.dll given with the file?
cuz then you cant use othere scripts.ddl as there come newer...

Subject: Re: [BlackIntel] Turret lag fix!
Posted by StealthEye on Sat, 19 Aug 2006 16:04:26 GMT
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well, I need a place to hook my scripts in, when there will be newer scripts.dll versions I'll probably update it. It's not a hard change. Just getting the original scripts.dll and adding a few lines. Maybe the fix gets included in bhs.dll or something, then the extra dll isn't needed anymore too.

Subject: Re: [BlackIntel] Turret lag fix!
Posted by LR01 on Sat, 19 Aug 2006 16:08:42 GMT
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Yes, plz, get in BHS.ddl or scripts 3.0
and then in a corepatch so every RG-player will enjoy this!

Subject: Re: [BlackIntel] Turret lag fix!
Posted by EvilWhiteDragon on Sat, 19 Aug 2006 16:12:12 GMT
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Unfortunately we cannot make this in bhs.dll that's something John Wil needs to do, as we don't have the bhs source code. Neither can we decide wheter or not it will be in CP3 since we don't have any control about that.

Subject: Re: [BlackIntel] Turret lag fix!
Posted by LR01 on Sat, 19 Aug 2006 16:23:11 GMT
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But you can ask it

Subject: Re: [BlackIntel] Turret lag fix!
Posted by jonwil on Sat, 19 Aug 2006 17:22:21 GMT
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If there are any fixes by blackintel (either server side or client side) that are good enough/work right, I will definatly be interested in putting them into bhs.dll.

Subject: Re: [BlackIntel] Turret lag fix!
Posted by RTsa on Sat, 19 Aug 2006 17:23:02 GMT
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nvm..

Subject: Re: [BlackIntel] Turret lag fix!
Posted by Goztow on Sat, 19 Aug 2006 19:00:55 GMT
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Could you briefly explain the principle of the fix? How does it work/what does it do?

Subject: Re: [BlackIntel] Turret lag fix!
Posted by Tunaman on Sat, 19 Aug 2006 20:28:58 GMT
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Wow you guys rock.
Thanks a bunch for this, I've always wanted it, lol.

Subject: Re: [BlackIntel] Turret lag fix!
Posted by EvilWhiteDragon on Sat, 19 Aug 2006 22:28:25 GMT
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Goztow wrote on Sat, 19 August 2006 21:00Could you briefly explain the principle of the fix? How does it work/what does it do?
Well, the old situation the client updates its own turret every frame and the other turrets were updated when you got a server message (net update rate). And the amount of rotation is determined by the frametime, which not acurate when you don't get an update every frame, which doesn't happens when the server sends the update.
In the new situation the both turret rotation updates have been replaced with only updating the target position (where the turret should point at after it has rotated). The rotating of the turret happens every frame for every vehicle.

Subject: Re: [BlackIntel] Turret lag fix!
Posted by Goztow on Sun, 20 Aug 2006 10:52:17 GMT
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Impressive .

Subject: Re: [BlackIntel] Turret lag fix!
Posted by Herr on Sun, 20 Aug 2006 12:32:10 GMT
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Working great, GJ