
Subject: [BlackIntel] Wall lag fix v2 and turret fix (BETA)!
Posted by [EvilWhiteDragon](#) on Mon, 21 Aug 2006 20:02:01 GMT
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As you might know we made a couple of fixes for both the wall lag and the turret lag. the wall lag fix had a really large downside, as you could only play on servers running the same fix. Now we improved it so that you can use the client with every server you like. For the patch to work properly you'll need to be on a fixed server, which during beta phase, will only be the BlackIntel servers. After that you can make a wall lag fixed server too. Read more about it here.
The turret lag fix is clientside so that will work on every server. Read more about this here.

You can download the file here:
<http://blackintel.igotfree.com/index.php?page=downloads>

Edit:
Sorry for the double post, the connection timed out so I presumed it wasn't posted

Subject: Re: [BlackIntel] Wall lag fix v2 and turret fix (BETA)!
Posted by [Goztow](#) on Mon, 21 Aug 2006 20:30:05 GMT
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Can't wait for the server side ^^

Subject: Re: [BlackIntel] Wall lag fix v2 and turret fix (BETA)!
Posted by [icedog90](#) on Mon, 21 Aug 2006 20:37:43 GMT
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Yeah, I realized something happened that caused the double post. Just making things look nicer.

Subject: Re: [BlackIntel] Wall lag fix v2 and turret fix (BETA)!
Posted by [EvilWhiteDragon](#) on Tue, 22 Aug 2006 21:01:06 GMT
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Goztow wrote on Mon, 21 August 2006 22:30Can't wait for the server side ^^
Well, I do need more response to make sure the server is stable with players using this fix. It does work fine here, but I would like ot know what it does under load.

Subject: Re: [BlackIntel] Wall lag fix v2 and turret fix (BETA)!
Posted by [Goztow](#) on Tue, 22 Aug 2006 21:10:03 GMT
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It worked nicely for me.

Subject: Re: [BlackIntel] Wall lag fix v2 and turret fix (BETA)!
Posted by [EvilWhiteDragon](#) on Wed, 23 Aug 2006 21:05:49 GMT
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yeah , but you only tried once I need a couple of players willing to play a lot on our servers, since that way we can check server stability.

Subject: Re: [BlackIntel] Wall lag fix v2 and turret fix (BETA)!
Posted by [StealthEye](#) on Wed, 23 Aug 2006 22:37:17 GMT
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Some more testing would be nice indeed, I think it's pretty stable though, as it's not more tricky to support players with the fix than those without (actually it's visa versa)
I'm also interested with client crashes/weird behaviour using a patched client joining non-patched servers.
