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Subject: [BlackIntel] Wall lag fix v2 and turret fix SERVER AND CLIENT!

Posted by [EvilWhiteDragon](#) on Mon, 28 Aug 2006 14:14:06 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. Now is the server also available for download, so anyone can now host a server with the Wall lag fix. The server contains also some other mods from us, read the info on our website if you want to know what these are.

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 files here:

<http://blackintel.igotfree.com/index.php?page=downloads>

Note: the used bandwidth will increase by this fix. The formula to calculate the increased bandwidth is approx.:

$12 * \text{nur} * \text{playercount}^2$  for servers

$12 * \text{nur} * \text{playercount}$  for the client

Unless Renegade optimized BW usage then it might be different.

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Subject: Re: [BlackIntel] Wall lag fix v2 and turret fix SERVER AND CLIENT!

Posted by [Goztow](#) on Mon, 28 Aug 2006 14:33:08 GMT

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Great news, EWD! I'm very pleased to see all these nice releases from blackIntel!

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Subject: Re: [BlackIntel] Wall lag fix v2 and turret fix SERVER AND CLIENT!

Posted by [EvilWhiteDragon](#) on Mon, 28 Aug 2006 15:26:23 GMT

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Thank you Goztow Its nice to get some appreciation for this

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Subject: Re: [BlackIntel] Wall lag fix v2 and turret fix SERVER AND CLIENT!

Posted by [LR01](#) on Mon, 28 Aug 2006 15:57:39 GMT

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and now, only all the servers need to use it,  
I guess they only need to know about it

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Subject: Re: [BlackIntel] Wall lag fix v2 and turret fix SERVER AND CLIENT!

Posted by [EvilWhiteDragon](#) on Mon, 28 Aug 2006 16:19:38 GMT

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Yes, indeed. It isn't hard to implement, so ... I dont really see a reason why not to use it, unless you're low on Bandwidth.

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Subject: Re: [BlackIntel] Wall lag fix v2 and turret fix SERVER AND CLIENT!

Posted by [danpaul88](#) on Mon, 28 Aug 2006 17:43:46 GMT

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Could you explain what exactly wall lag is? I am not sure what it's supposed to be fixing... I have the client side installed however, nice work

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Subject: Re: [BlackIntel] Wall lag fix v2 and turret fix SERVER AND CLIENT!

Posted by [troopr02](#) on Mon, 28 Aug 2006 18:56:36 GMT

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1 question..

If I install it server side, how would it effect the people who don't have it client side?

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Subject: Re: [BlackIntel] Wall lag fix v2 and turret fix SERVER AND CLIENT!

Posted by [EvilWhiteDragon](#) on Mon, 28 Aug 2006 19:02:34 GMT

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Well, if you try to slide near some walls, the client would think you got stuck in the wall, and on the server you would keep sliding, giving a laggy experience. It is not technically lag.

In city for example, try to walk on the outside of the weapons factory alongst the wall near the pavement, the one where you can access a PT through the wall. (Sorry, I don't know how to describe this more clear, but I hope you get what I mean. Otherwise try all walls ) Especially try to jump while sliding alongst it, that might make it more clear. If it is on your own server, set the net\_update\_rate low as that will show it even better

REF                    PP

WF                    BAR

XXXXXXXXXXXXX

XXXXXXXXXXXXX

XXXXXXXXXXXXX

XXXXXX\*\*\*\*\*

X.....

X.....

X.....

xxxxxx

AGT

Maybe that makes it somewhat more clear... The wall marked with \*\*\* will lag, there are a lot of other walls which do the same, but this is one I know as I tested it a lot there

[edit]

trooprM02, it will only affect the bandwidth usage of the players. The information is still sent but the client simply ignores it. The unfixed clients will therefore still have the wall lag though.

[edit2]

This was StealthEye posting, don't log in from my pc again EvilWhiteDragon!

[edit3]

A note to the mod teams which showed interest for this fix before: The new fix is only made for compatibility reasons with older versions. The other (older) version uses less bandwidth, so if you were planning on integrating these fixes, use the older version. Ask for details if interested, I'll be happy to answer any questions regarding implementing this in the mods (regarding other things too, btw ).

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Subject: Re: [BlackIntel] Wall lag fix v2 and turret fix SERVER AND CLIENT!  
Posted by [Renx](#) on Mon, 28 Aug 2006 20:10:19 GMT

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I doubt anyone in the first page of server will be able to use this. Most of those server, especially the top few, are barely keeping under their bandwidth limits as it is already.

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Subject: Re: [BlackIntel] Wall lag fix v2 and turret fix SERVER AND CLIENT!  
Posted by [Sir Kane](#) on Mon, 28 Aug 2006 20:12:27 GMT

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EvilWhiteDragon wrote on Mon, 28 August 2006 10:14

Note: the used bandwidth will increase by this fix. The formula to calculate the increased bandwidth is approx.:

$12 * \text{nr} * \text{playercount}^2$  for servers

$12 * \text{nr} * \text{playercount}$  for the client

Unless Renegade optimized BW usage then it might be different.

Why xor 2?

Also, how the fuck are you getting that equation? It doesn't seem like anything that could be right.

Subject: Re: [BlackIntel] Wall lag fix v2 and turret fix SERVER AND CLIENT!

Posted by [Crimson](#) on Mon, 28 Aug 2006 20:17:54 GMT

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I'm barely able to stay under the 2 terabytes I'm allowed on my current plan. I definitely can't afford that increase. It's a shame.

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Subject: Re: [BlackIntel] Wall lag fix v2 and turret fix SERVER AND CLIENT!

Posted by [EvilWhiteDragon](#) on Mon, 28 Aug 2006 20:29:32 GMT

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Renx wrote on Mon, 28 August 2006 22:10 I doubt anyone in the first page of server will be able to use this. Most of those server, especially the top few, are barely keeping under their bandwidth limits as it is already.

well a0000000a, a0000000b and a0000000c are using it anyway And they are mostly full. a0000000b (12 players) is hosted by me and has most certainly used no more then 50GB bandwidth so....

@silent kane:

We made it so it sends 12 bytes extra at the end of each update nomather you have the fix or not. So it increases each update with 12 bytes.

@ Crimson:

Only for your n00bstories 48p server or does it include the website etc ?

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Subject: Re: [BlackIntel] Wall lag fix v2 and turret fix SERVER AND CLIENT!

Posted by [StealthEye](#) on Mon, 28 Aug 2006 20:29:51 GMT

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it's not xor, it's to the power of, basically player count \* the bandwith increase for every player. 12 is the amount of bytes sent extra per player, nur is the amount of these messages per second, that's why it is  $12 * nur * \text{playercount} * \text{playercount}$  for the server bandwidth.

Again, I'm not sure on how renegade handles these messages, maybe it sends updates only to those players who are near the soldier, then it might be much less than what this formula suggests.

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Subject: Re: [BlackIntel] Wall lag fix v2 and turret fix SERVER AND CLIENT!

Posted by [Sir Kane](#) on Mon, 28 Aug 2006 20:46:58 GMT

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What makes me think it's more than 12 extra bytes? lol.

And the xor part was obviously a joke.

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Subject: Re: [BlackIntel] Wall lag fix v2 and turret fix SERVER AND CLIENT!

Posted by [Goztow](#) on Mon, 28 Aug 2006 20:55:08 GMT

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Well, we are running it now. Ofcourse, we don't have a top amount of players but we got a loyal public . I'm sure they'll enjoy this!

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Subject: Re: [BlackIntel] Wall lag fix v2 and turret fix SERVER AND CLIENT!

Posted by [EvilWhiteDragon](#) on Tue, 29 Aug 2006 05:18:27 GMT

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Silent Kane wrote on Mon, 28 August 2006 22:46What makes me think it's more than 12 extra bytes? lol.

And the xor part was obviously a joke.

Well except for you being Silent Kane I dont know ? Please enlighten me?

If you dont beleive it look for the information in our first post about this. now instead of altering the message we added the long location behind the normal message.

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Subject: Re: [BlackIntel] Wall lag fix v2 and turret fix SERVER AND CLIENT!

Posted by [ghost](#) on Tue, 29 Aug 2006 05:52:18 GMT

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I dont use any. I perfer to keep my Renegade as is.

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Subject: Re: [BlackIntel] Wall lag fix v2 and turret fix SERVER AND CLIENT!

Posted by [EvilWhiteDragon](#) on Tue, 29 Aug 2006 11:40:42 GMT

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errr ? So you don't like a patched up renegade? Then why make a CrazyAOW? If you only like the old buggy ren ?

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Subject: Re: [BlackIntel] Wall lag fix v2 and turret fix SERVER AND CLIENT!

Posted by [Goztow](#) on Tue, 29 Aug 2006 12:58:53 GMT

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Just a note: the download (for server) on the site didn't work for me, I got other .dll's from StealthEye. maybe they solved this now.

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Subject: Re: [BlackIntel] Wall lag fix v2 and turret fix SERVER AND CLIENT!

Posted by [StealthEye](#) on Tue, 29 Aug 2006 13:04:19 GMT

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Yea, I have updated the files right after talking to you

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**Subject: Re: [BlackIntel] Wall lag fix v2 and turret fix SERVER AND CLIENT!**  
Posted by [Sir Kane](#) on Tue, 29 Aug 2006 21:06:30 GMT

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What "messages" are you talking about anyways?

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**Subject: Re: [BlackIntel] Wall lag fix v2 and turret fix SERVER AND CLIENT!**  
Posted by [Nightma12](#) on Tue, 29 Aug 2006 21:12:51 GMT

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ive installed the client

im running SSAOW 1.5 updated to use scripts 2.9.2, so i gotta edit my dll, lol what code would i need to add to it to make it call BlackIntel.dll?

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**Subject: Re: [BlackIntel] Wall lag fix v2 and turret fix SERVER AND CLIENT!**  
Posted by [StealthEye](#) on Tue, 29 Aug 2006 21:29:58 GMT

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```
You'd need to edit dllmain.cpp, look for HINSTANCE BlackIntel;and  BlackIntel =
LoadLibrary("BlackIntel.dll");
  LastError = GetLastError();
  if (!BlackIntel)
  {
    FILE *f = fopen("dllload.txt","at");
    fprintf(f,"BlackIntel.dll failed to load, error = %d\n",LastError);
    fclose(f);
    MessageBox(HWND_DESKTOP,"Error","BlackIntel.dll Load
Error",MB_OK|MB_ICONEXCLAMATION);
    exit(1);
  }for the placement of this code, look at the source which is included
```

Quote:What "messages" are you talking about anyways?I added 12 bytes to the soldier position messages sent by the renegade server to the client. I think it sends "nur" of these messages per second, so it tells every player about every player (including themselves), hence the playercount^2. All combined this would (without potential optimization) give the formula posted in the first post.

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Subject: Re: [BlackIntel] Wall lag fix v2 and turret fix SERVER AND CLIENT!

Posted by [Goztow](#) on Mon, 04 Sep 2006 06:53:25 GMT

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MLaybe this deserves one bump?

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