Subject: Warping/position shifts
Posted by Spyder on Sat, 10 Sep 2011 13:10:40 GMT
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Have you guys changed the way 4.0 calculates the player's position of the map? Because when I'm playing on a 4.0 server everything runs smoothly, but when I'm playing on a 3.4 server it's almost constantly trying to "move" my character by a few meters.

Subject: Re: Warping/position shifts
Posted by StealthEye on Sat, 10 Sep 2011 23:34:37 GMT
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We did not intentionally change anything regarding that, but according to your description it seems like the client and server physics are slightly different. Maybe someone can test whether this also happens for 3.4 clients on 4.0 servers?

Subject: Re: Warping/position shifts
Posted by Jerad2142 on Sun, 11 Sep 2011 19:45:14 GMT
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StealthEye wrote on Sat, 10 September 2011 17:34We did not intentionally change anything regarding that, but according to your description it seems like the client and server physics are slightly different. Maybe someone can test whether this also happens for 3.4 clients on 4.0 servers?
Thought you told me you tweaked some stuff with rotating. In addition you guys fixed the floating point position error I do believe.

Finally, keep in mind that the closer your frame rate is to the server the better ren's bad physics engine will sync up with the server's. Renegades physics engine updates with the framerate, the lower the frame rate the less often it updates, the faster the more, servers are locked at 60 fps, so if your vsync'd to 60 fps your games physics will be more likely to be syncing with the server's.

Subject: Re: Warping/position shifts
Posted by StealthEye on Sun, 11 Sep 2011 23:32:56 GMT
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Those changes you are talking about only apply if both server and client are using 4.0.

Subject: Re: Warping/position shifts
Posted by Jerad2142 on Sun, 11 Sep 2011 23:47:24 GMT
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StealthEye wrote on Sun, 11 September 2011 17:32Those changes you are talking about only apply if both server and client are using 4.0.
The physics bug exists in stock Ren however, and in 4.0 you default vsync to on, so that might be a possible cause for less slipping around if he's syncing up with the server's physics more often.

Subject: Re: Warping/position shifts
Posted by StealthEye on Mon, 12 Sep 2011 15:31:05 GMT
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vsync won't affect how often it syncs with the server. It only affects the frame time, which may change the latency of the updates, but I don't think that is likely to cause any noticeable lag, especially if it's ok on TT servers.

I'm not quite sure what you are referring to with "the physics bug". I don't think TT fixes any physics bugs that may relate to this.

Spyder, I'm assuming that the lag you're describing for 3.4 servers did not happen before you installed TT, right? Otherwise, it's just TT's improved netcode you are noticing.

Subject: Re: Warping/position shifts
Posted by Spyder on Mon, 12 Sep 2011 15:39:14 GMT
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StealthEye wrote on Mon, 12 September 2011 17:31vsync won't affect how often it syncs with the server. It only affects the frame time, which may change the latency of the updates, but I don't think that is likely to cause any noticeable lag, especially if it's ok on TT servers.

I'm not quite sure what you are referring to with "the physics bug". I don't think TT fixes any physics bugs that may relate to this.

Spyder, I'm assuming that the lag you're describing for 3.4 servers did not happen before you installed TT, right? Otherwise, it's just TT's improved netcode you are noticing.

Indeed, it didn't happen before I installed TT.

Subject: Re: Warping/position shifts
Posted by Jerad2142 on Mon, 12 Sep 2011 15:44:59 GMT
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StealthEye wrote on Mon, 12 September 2011 09:31vsync won't affect how often it syncs with the server. It only affects the frame time, which may change the latency of the updates, but I don't think that is likely to cause any noticeable lag, especially if it's ok on TT servers.

I'm not quite sure what you are referring to with "the physics bug". I don't think TT fixes any

physics bugs that may relate to this.

Spyder, I'm assuming that the lag you're describing for 3.4 servers did not happen before you installed TT, right? Otherwise, it's just TT's improved netcode you are noticing.
The lower your frame rate the less often vehicle physics update, if you get a frame rate below 30 some vehicles start bouncing around, and I've even got a few in Rp2 that'll just start spinning and fly away. The faster the frame rate the faster the physics engine is able to update.
Saberhawk said Westwood did something wrong with their timestamps in the physics engine, so it was unlikely to be fixed.

Subject: Re: Warping/position shifts
Posted by Spyder on Tue, 13 Sep 2011 19:09:53 GMT
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I have been playing for a fair amount of time today, and whether I have vsync turned on or off, it doesn't make a difference. It even gets worse when a server is crowded. Many people, including myself, have seen either teamplayers or enemies doing the moonwalk. They were showing a paused walking animation and warped around the map.

I think your netcode still has some flaws.

Subject: Re: Warping/position shifts
Posted by EvilWhiteDragon on Tue, 13 Sep 2011 20:26:43 GMT
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Have you tried modifying your net update rate and sbbo? If so, please say to which values you changed it and what your connection speed should be.

Subject: Re: Warping/position shifts
Posted by Spyder on Tue, 13 Sep 2011 20:58:53 GMT
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EvilWhiteDragon wrote on Tue, 13 September 2011 22:26Have you tried modifying your net update rate and sbbo? If so, please say to which values you changed it and what your connection speed should be.

Net update rate? Sbbo? What are they and where do I alter their values?

Subject: Re: Warping/position shifts
Posted by StealthEye on Wed, 14 Sep 2011 00:19:54 GMT
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Press F8, and type "nur 30".
Press F8, and type "sbbo 1000000" - depending on your connection. 1000000 = 1 Mbps. If you set it to half your connection speed, you should be ok.

The net update rate is the frequency with which updates are sent to the remote host. For the client, this mostly affects the frequency with which it sends keyboard/mouse movement information to the server. 30 is the default, highest possible value, and it should work fine on pretty much every connection. (Note: I'm talking about the client! The server also uses a nur, and it may be better to set it a little lower there.)

The sbbo (set bandwidth budget out) is just the amount of bandwidth that is supposed to be used by Renegade.

But if it works fine for 4.0 servers, I don't think either of these will make a difference. Instead, could you make a video of exactly what you're noticing? Possibly I can see what's causing it.

Subject: Re: Warping/position shifts
Posted by Starbuzz on Fri, 16 Sep 2011 23:52:37 GMT
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Didn't want to create a new thread so here...

I have noticed increased warping and ice skating with my char. I have the same internet connection as before. This is slightly driving me nuts because sniping is becoming useless for me to do because of this. Any ideas on how to fix? I did the above.

thanks!

Subject: Re: Warping/position shifts
Posted by StealthEye on Sat, 17 Sep 2011 03:14:48 GMT
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On a 4.0 or pre-4.0 server?

Subject: Re: Warping/position shifts
Posted by Starbuzz on Sat, 17 Sep 2011 15:10:08 GMT
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on a 4.0 server

Subject: Re: Warping/position shifts
Posted by Creed3020 on Sun, 18 Sep 2011 00:37:45 GMT

Starbuzz wrote on Fri, 16 September 2011 19:52Didn't want to create a new thread so here...

I have noticed increased warping and ice skating with my char. I have the same internet connection as before. This is slightly driving me nuts because sniping is becoming useless for me to do because of this. Any ideas on how to fix? I did the above.

thanks!

I echo the above comment. After playing tonight for about 2 hours I was shocked at how many ghost players I saw on the map and how much I was floating around. This makes sniping almost impossible.

Subject: Re: Warping/position shifts
Posted by EvilWhiteDragon on Sun, 18 Sep 2011 01:14:42 GMT

I've asked many times in different threads, but never seen a reply to this question: have you tried changing the SBBO, to a value that matches your connection speed? This because it now actually does something unlike stock ren.

Subject: Re: Warping/position shifts
Posted by Caveman on Sun, 18 Sep 2011 07:19:50 GMT

EvilWhiteDragon wrote on Sun, 18 September 2011 02:14I've asked many times in different threads, but never seen a reply to this question: have you tried changing the SBBO, to a value that matches your connection speed? This because it now actually does something unlike stock ren.

Tbf, people shouldn't have to manually set this everytime they join a server. The client should have it done for them.

Subject: Re: Warping/position shifts
Posted by Spyder on Sun, 18 Sep 2011 10:22:51 GMT

EvilWhiteDragon wrote on Sun, 18 September 2011 03:14I've asked many times in different threads, but never seen a reply to this question: have you tried changing the SBBO, to a value that matches your connection speed? This because it now actually does something unlike stock ren.

I changed my nur to 30 and my sbbo to 16000000 (16mbit) and I still get an awful lot of ghost

players and still people skating around the tunnels. The new netcode is, in my opinion, worse than the stock one. Ghost players have increased and the lag is worse.

Subject: Re: Warping/position shifts
Posted by Caveman on Sun, 18 Sep 2011 10:33:47 GMT
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Spyder wrote on Sun, 18 September 2011 11:22EvilWhiteDragon wrote on Sun, 18 September 2011 03:14I've asked many times in different threads, but never seen a reply to this question: have you tried changing the SBBO, to a value that matches your connection speed? This because it now actually does something unlike stock ren.

I changed my nur to 30 and my sbbo to 16000000 (16mbit) and I still get an awful lot of ghost players and still people skating around the tunnels. The new netcode is, in my opinion, worse than the stock one. Ghost players have increased and the lag is worse.

I get the opposite... I join game and dont use any commands. I have dropped 50+ping (go UK users now having <200ping)

Maybe it just doesn't like you.

Subject: Re: Warping/position shifts
Posted by EvilWhiteDragon on Sun, 18 Sep 2011 12:01:35 GMT
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Caveman wrote on Sun, 18 September 2011 09:19EvilWhiteDragon wrote on Sun, 18 September 2011 02:14I've asked many times in different threads, but never seen a reply to this question: have you tried changing the SBBO, to a value that matches your connection speed? This because it now actually does something unlike stock ren.

Tbf, people shouldn't have to manually set this everytime they join a server. The client should have it done for them.
You don't have to do this every time. It's just that we haven't had feedback on this yet (or I haven't seen it), which is something we need in order to improve things.

@Spyder
What if you set it to half of your connection, does that help? And, on what server are you playing? EU/US, TT/non-TT those kinds of things?

Subject: Re: Warping/position shifts
Posted by Spyder on Sun, 18 Sep 2011 12:36:24 GMT
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EvilWhiteDragon wrote on Sun, 18 September 2011 14:01Caveman wrote on Sun, 18 September 2011 09:19EvilWhiteDragon wrote on Sun, 18 September 2011 02:14I've asked many times in different threads, but never seen a reply to this question: have you tried changing the SBBO, to a value that matches your connection speed? This because it now actually does something unlike stock ren.

Tbf, people shouldn't have to manually set this everytime they join a server. The client should have it done for them.
You don't have to do this every time. It's just that we haven't had feedback on this yet (or I haven't seen it), which is something we need in order to improve things.

@Spyder
What if you set it to half of your connection, does that help? And, on what server are you playing? EU/US, TT/non-TT those kinds of things?

I have a 30mbit connection, so it's somewhat at half my connection. I'm playing on the St0rm 4.0 AOW server (US). My ping is ~130 - 170 (which is 50ms less than stock ren) and FPS is stable. However, still getting ghost players, including myself ghosting. I have been shot several times while running around at one side of the map, and someone else saw my ghost on the other side of the map. Harvesters are ghosting fairly often too.

Subject: Re: Warping/position shifts
Posted by Creed3020 on Sun, 18 Sep 2011 13:17:22 GMT
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Caveman wrote on Sun, 18 September 2011 03:19EvilWhiteDragon wrote on Sun, 18 September 2011 02:14I've asked many times in different threads, but never seen a reply to this question: have you tried changing the SBBO, to a value that matches your connection speed? This because it now actually does something unlike stock ren.

Tbh, people shouldn't have to manually set this everytime they join a server. The client should have it done for them.

+1

I will try it once regardless but after that I can't see 99% of players bothering to modify their ingame experience through the F8 console.

Subject: Re: Warping/position shifts
Posted by Caveman on Sun, 18 Sep 2011 13:24:42 GMT
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I take back what I said.. I got it for the first time earlier...

Appolo was actually at the other end of the bridge repairing his arty...

Subject: Re: Warping/position shifts
Posted by StealthEye on Sun, 18 Sep 2011 17:28:46 GMT
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Can you tell me whether those ghosts appear for more than 10 seconds, or whether they disappear within 10 seconds? (That helps me debugging the issue.)

Subject: Re: Warping/position shifts
Posted by Caveman on Sun, 18 Sep 2011 18:51:41 GMT
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Well from the time ingame I can see that my one lasted more then 10 seconds. Straight after I took the 3rd SS he disappeared.

Subject: Re: Warping/position shifts
Posted by Spyder on Sun, 18 Sep 2011 19:36:52 GMT
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The ghosts remain until you shoot at them. They disappear as soon as they're hit.

Subject: Re: Warping/position shifts
Posted by Caveman on Sun, 18 Sep 2011 19:58:38 GMT
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Spyder wrote on Sun, 18 September 2011 20:36The ghosts remain until you shoot at them. They disappear as soon as they're hit.

I had it happen again about an hour ago... While is this true... If you hit them with a sniper you kill them and then get loads of WTFWTFWTF...

Subject: Re: Warping/position shifts
Posted by StealthEye on Sun, 18 Sep 2011 23:20:51 GMT
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Spyder wrote on Sun, 18 September 2011 21:36The ghosts remain until you shoot at them. They disappear as soon as they're hit.Correct, however, if you do not shoot them, do they ever stay for more than 10 (exact) seconds? There is some logic that triggers every 10 seconds that should ensure no ghosts exist, hence the question.

Subject: Re: Warping/position shifts
Posted by Starbuzz on Mon, 19 Sep 2011 03:38:06 GMT
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Hi all,

I adjusted the sbbo (thank you EWD for full help!) and all my problems have disappeared! I will reconfirm tommorow night after I get a lot more games in. So far looking very smooth, no warping/lag/ice skating.

Subject: Re: Warping/position shifts
Posted by Gen_Blacky on Mon, 19 Sep 2011 03:48:24 GMT
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Ghosts should be fixed in next build of 4.0. Been playing in st0rm 4.0 server with 70 ping and 300 kbps. Hopefully other servers port over soon.

Tank Ghost in a ssgm 2.0.2 server, Jelly

A light tank and a gdi guy in a med tank. Might of been lagging idk.

had 130 ping and 230 - 280 kbps in a 40 player game.

http://www.youtube.com/watch?v=c_TFFmW1-kI

Subject: Re: Warping/position shifts
Posted by Spyder on Mon, 19 Sep 2011 06:47:10 GMT
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StealthEye wrote on Mon, 19 September 2011 01:20Spyder wrote on Sun, 18 September 2011 21:36The ghosts remain until you shoot at them. They disappear as soon as they're hit.Correct, however, if you do not shoot them, do they ever stay for more than 10 (exact) seconds? There is some logic that triggers every 10 seconds that should ensure no ghosts exist, hence the question.

Judging from Gen_Blacky's video, yes longer than 10 seconds.

Subject: Re: Warping/position shifts
Posted by Caveman on Mon, 19 Sep 2011 07:21:16 GMT
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StealthEye wrote on Mon, 19 September 2011 00:20Spyder wrote on Sun, 18 September 2011 21:36The ghosts remain until you shoot at them. They disappear as soon as they're hit.Correct, however, if you do not shoot them, do they ever stay for more than 10 (exact) seconds? There is some logic that triggers every 10 seconds that should ensure no ghosts exist, hence the question.

Mine lasted longer then 10secs as well.

Subject: Re: Warping/position shifts
Posted by StealthEye on Mon, 19 Sep 2011 09:42:50 GMT
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But that ghost doesn't seem to disappear when you shoot it. It is (as stated) someone who is actually in a tank but shows up outside the vehicle. I think I fixed that issue already for the next build. The "ghosts" I'm looking for are the ones who are not actually in a vehicle (or ghost vehicles themselves), and who you can damage/kill after which they disappear/teleport to their correct location.

Subject: Re: Warping/position shifts
Posted by Caveman on Mon, 19 Sep 2011 10:17:20 GMT
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I'll get you some FRAPs then.

Subject: Re: Warping/position shifts
Posted by Starbuzz on Tue, 20 Sep 2011 01:28:29 GMT
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Starbuzz wrote on Sun, 18 September 2011 20:38Hi all,

I adjusted the sbbo (thank you EWD for full help!) and all my problems have disappeared! I will reconfirm tommorrow night after I get a lot more games in. So far looking very smooth, no warping/lag/ice skating.

I am good to go! The only odd thing is players sliding instead of walking but this happened only 1 time today for about 2 secs. Otherwise, no further problems.

Subject: Re: Warping/position shifts
Posted by iRANian on Mon, 26 Sep 2011 17:43:33 GMT

I've recorded some of the sliding, it only happens when jumping and moving at the same time.

http://www.youtube.com/watch?v=Zcxtt8WRs20