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Subject: infantry movement bugged?

Posted by [ehhh](#) on Thu, 26 Jan 2017 22:16:21 GMT

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when i move with infantry, dirt kicks up and my character looks glitched.

doesnt do it when I record so i guess its the high fps doing this :/

help pls

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Subject: Re: infantry movement bugged?

Posted by [dbloney1](#) on Thu, 26 Jan 2017 22:17:06 GMT

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ehhh wrote on Thu, 26 January 2017 15:16when i move with infantry, dirt kicks up and my character looks glitched.

doesnt do it when I record so i guess its the high fps doing this :/

help pls

Turn on vsync. Its always has been broken when you get up to like 1000 fps.

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Subject: Re: infantry movement bugged?

Posted by [ehhh](#) on Thu, 26 Jan 2017 22:21:36 GMT

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ah right, was wondering if there was a setting for capping fps

thx babe

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Subject: Re: infantry movement bugged?

Posted by [iRANian](#) on Fri, 27 Jan 2017 10:30:53 GMT

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Causes input lag to enable vsync

Workaround is to underclock your GPU

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Subject: Re: infantry movement bugged?

Posted by [ehhh](#) on Fri, 27 Jan 2017 15:08:56 GMT

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yeah cba

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Subject: Re: infantry movement bugged?

Posted by [dblaney1](#) on Fri, 27 Jan 2017 18:34:01 GMT

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iRANian wrote on Fri, 27 January 2017 03:30 Causes input lag to enable vsync

Workaround is to underclock your GPU

The input lag is very minimal in renegade with vsync on. It also prevents a lot of physics inconsistencies since a lot of the physics calculations work best with a consistent frame-rate. You also get no tearing with vsync on which makes it look so much nicer.

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Subject: Re: infantry movement bugged?

Posted by [Gen\\_Blacky](#) on Sat, 28 Jan 2017 02:22:49 GMT

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Also 1 framed animations/rendering don't work correctly unless vsync is on.

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Subject: Re: infantry movement bugged?

Posted by [iRANian](#) on Mon, 30 Jan 2017 18:11:14 GMT

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Well someone who plays Renegade on my level would notice, someone playing on trist's level....probably not

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Subject: Re: infantry movement bugged?

Posted by [ehhh](#) on Mon, 30 Jan 2017 22:01:24 GMT

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wat

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Subject: Re: infantry movement bugged?

Posted by [dblaney1](#) on Tue, 31 Jan 2017 21:30:26 GMT

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Buy a tank and do something useful instead of sniping all game.

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Subject: Re: infantry movement bugged?  
Posted by [YesNoMayb](#) on Wed, 01 Feb 2017 01:14:16 GMT  
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Sniping all game is useful

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Subject: Re: infantry movement bugged?  
Posted by [ehhh](#) on Wed, 01 Feb 2017 09:00:30 GMT  
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unless its you

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Subject: Re: infantry movement bugged?  
Posted by [YesNoMayb](#) on Wed, 01 Feb 2017 15:34:19 GMT  
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I'm great

I laughed when you were light sniping and got killed by zizo and then rage quit

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Subject: Re: infantry movement bugged?  
Posted by [ehhh](#) on Wed, 01 Feb 2017 17:05:55 GMT  
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I disagree

err what? when was that

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Subject: Re: infantry movement bugged?  
Posted by [YesNoMayb](#) on Wed, 01 Feb 2017 17:59:32 GMT  
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I used to be more consistent. There were days when I was taking everyone's head off

It was city flying like last month. You were looking into gdi base from the bridge and got sniped from refpp area.

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Subject: Re: infantry movement bugged?  
Posted by [ehhh](#) on Wed, 01 Feb 2017 18:14:13 GMT  
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was that the game nod already won?

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Subject: Re: infantry movement bugged?

Posted by [YesNoMayb](#) on Wed, 01 Feb 2017 19:56:47 GMT

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I don't remember

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Subject: Re: infantry movement bugged?

Posted by [iRANian](#) on Thu, 02 Feb 2017 21:46:12 GMT

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I was killing him too when he had rave light lolllllllll

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Subject: Re: infantry movement bugged?

Posted by [ehhh](#) on Thu, 02 Feb 2017 22:50:29 GMT

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i dont remeber

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