Subject: Getting weird jump lag with 63 and 100 SFPS, fixed with 500 sfps
Posted by **iRANian** on Thu, 07 Dec 2017 13:03:44 GMT
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Kinda hard to explain but if you jump around while moving sidewards back and forth you get thrown all around the place and if you stop moving, after 1.5 seconds your character gets moved around to where it's supposed to be on the server.

This happens at 63 and 100 sfps but is fixed with 500 sfps (and 500 sfps breaks physics).

I thought dblaney1 had a fix for this?

I tested it with ExEric on his test server with less than 60 ping. He noticed the same thing almost immediately.

By the way it's less noticable with 100 sfps than 63 sfps.

Also when moving around it feels like im ice-skating when im moving around without jumping and I get pulled back a lot more...even with 60 ping.

Subject: Re: Getting weird jump lag with 63 and 100 SFPS, fixed with 500 sfps
Posted by **dblaney1** on Fri, 08 Dec 2017 18:00:45 GMT
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Its most likely because 500sfps is giving you the same broken physics that your own machine is giving you.

Subject: Re: Getting weird jump lag with 63 and 100 SFPS, fixed with 500 sfps
Posted by **iRANian** on Fri, 08 Dec 2017 20:59:00 GMT
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When I vsync to 60 fps I get the same issue with 60 SFPS.

Also isn't physics related as the warp happens 1.5 seconds after I stop jumping.

It also happens sometimes after just moving.

You had a fix for it that worked to fix it, didn't you?

Subject: Re: Getting weird jump lag with 63 and 100 SFPS, fixed with 500 sfps
Posted by **iRANian** on Fri, 08 Dec 2017 21:25:03 GMT
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I reported this issue six years ago in late september 2011 btw

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

It started happening after an update to a BETA then.

Subject: Re: Getting weird jump lag with 63 and 100 SFPS, fixed with 500 sfps
Posted by Jerad2142 on Sat, 09 Dec 2017 00:12:05 GMT
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My guess is that server side your character is moving at a different speed for some reason. Not sure what would be causing that in 4.x (especially 4.6 I know in previous versions of 4.x it was possible to get some presets not to load the same server side as they did client, but jonwil fixed this in 4.3 or 4.4 I think).

I definitely don't see this on my own server or any other servers I've joined: https://www.youtube.com/watch?v=gmLtTM8xZ1w&feature=youtu.be

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Subject: Re: Getting weird jump lag with 63 and 100 SFPS, fixed with 500 sfps
Posted by iRANian on Sat, 09 Dec 2017 11:15:57 GMT
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Jerad Gray wrote on Fri, 08 December 2017 17:12My guess is that server side your character is moving at a different speed for some reason. Not sure what would be causing that in 4.x (especially 4.6 I know in previous versions of 4.x it was possible to get some presets not to load the same server side as they did client, but jonwil fixed this in 4.3 or 4.4 I think).

I definitely don't see this on my own server or any other servers I've joined: https://www.youtube.com/watch?v=gmLtTM8xZ1w&feature=youtu.be
Good on you but I know of at least 20 other people who get the issue, you also sometimes get it when moving around.

But you need to be jumping and moving at the same time and then stop jumping, you will be moved around after 1.5 seconds.

It doesn't happen with older builds of TT patch