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Subject: cl\_interp 0?

Posted by [Kingdud](#) on Tue, 08 Feb 2005 03:15:23 GMT

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Heh, so yes, I am a CS junkie, but anyway I was wondering if anyone knew of a way to turn interpolation OFF in Renegade. I have been thinking about reinstalling the game, but after playing CS with and without interpolation I have come to the sole conclusion that FPS games and interp just don't mix.

For those wondering what interp does: It "interploates" (guesses) where an object is going to be. It's to help those 56Kers with 50000 ping hit you as well as you hit them (LOL, or not). It is what causes people warping up and down as hill as they run and it is what causes the matrix style back and forth movement snipers deal with when counter-sniping.

If I could turn off interp, I would be willing to see if I still get the dreaded "connection to server interrupted: Gameplay Pending" error of doom. So, anyone know if I can turn interpolation off in Renegade, or were the devs CS noobs who hated LPBs(Low pinging bastards) and never put in a way to tweak your rates?

Peace out,

-Kingdud

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