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Subject: Re: [BlackIntel] Turret lag fix!

Posted by [EvilWhiteDragon](#) on Sat, 19 Aug 2006 22:28:25 GMT

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Goztow wrote on Sat, 19 August 2006 21:00: Could you briefly explain the principle of the fix? How does it work/what does it do?

Well, the old situation the client updates its own turret every frame and the other turrets were updated when you got a server message (net update rate). And the amount of rotation is determined by the frametime, which not accurate when you don't get an update every frame, which doesn't happens when the server sends the update.

In the new situation the both turret rotation updates have been replaced with only updating the target position (where the turret should point at after it has rotated). The rotating of the turret happens every frame for every vehicle.

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