
Subject: Re: [BlackIntel] Wall lag fix v2 and turret fix SERVER AND CLIENT!
Posted by [EvilWhiteDragon](#) on Mon, 28 Aug 2006 19:02:34 GMT

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Well, if you try to slide near some walls, the client would think you got stuck in the wall, and on the server you would keep sliding, giving a laggy experience. It is not technically lag.

In city for example, try to walk on the outside of the weapons factory amongst the wall near the pavement, the one where you can access a PT through the wall. (Sorry, I don't know how to describe this more clear, but I hope you get what I mean. Otherwise try all walls) Especially try to jump while sliding amongst it, that might make it more clear. If it is on your own server, set the net_update_rate low as that will show it even better

REF PP

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X.....

X.....

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XXXXXX

AGT

Maybe that makes it somewhat more clear... The wall marked with *** will lag, there are a lot of other walls which do the same, but this is one I know as I tested it a lot there

[edit]

troopr02, it will only affect the bandwidth usage of the players. The information is still sent but the client simply ignores it. The unfixed clients will therefore still have the wall lag though.

[edit2]

This was StealthEye posting, don't log in from my pc again EvilWhiteDragon!

[edit3]

A note to the mod teams which showed interest for this fix before: The new fix is only made for compatibility reasons with older versions. The other (older) version uses less bandwidth, so if you were planning on integrating these fixes, use the older version. Ask for details if interested, I'll be happy to answer any questions regarding implementing this in the mods (regarding other things too, btw).
