Subject: Config Issue and Reticle Oddness
Posted by teardrinker on Sat, 10 Sep 2011 16:00:07 GMT

My graphics configuration settings must be modified each time I join a game. I cannot change my texture detail at all, neither lower nor raise it. Everything else seems to be changeable, I just have to do it every game! Tried every "AoA" to modify the config that I could but no luck (even modifying the sysinfo file in my documents).

Also, does anyone else notice the reticle acting strange when driving vehicles? I seem to get a short trail of the center dot, even when I have 60+ fps. I don't have v-sync enabled and there is no mouse lag. Also the way the dot shows that your LoS is blocked by an obstacle or terrain seems odd. I find the updating of the dot's position feels "jerky", not smooth. It also feels like the dot gets a little stuck on obstacles or other terrain, not allowing me to aim as accurately in those situations. Feels like vehicle turrets move slower too. Over all, with the dot trail and jerky dot movement my eyes feel so strained I can't play for too long.

Kinda feels like Im lagging even more now too. My ping is even lower than normal (60-100), yet EVERY time I have died while moving, I teleport back about 5 feet and a death animation is played. Seems like every single time. Everyone says they feel the complete opposite so I can't explain it.

But meh, still think tt is great, I just hope someone has insight or can relate to any of the problems Im having.