Subject: Re: Warping/position shifts
Posted by Jerad2142 on Sun, 11 Sep 2011 19:45:14 GMT
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StealthEye wrote on Sat, 10 September 2011 17:34We did not intentionally change anything regarding that, but according to your description it seems like the client and server physics are slightly different. Maybe someone can test whether this also happens for 3.4 clients on 4.0 servers?
Thought you told me you tweaked some stuff with rotating. In addition you guys fixed the floating point position error I do believe.

Finally, keep in mind that the closer your frame rate is to the server the better ren's bad physics engine will sync up with the server's. Renegades physics engine updates with the framerate, the lower the frame rate the less often it updates, the faster the more, servers are locked at 60 fps, so if your vsync'd to 60 fps your games physics will be more likely to be syncing with the server's.