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Subject: Re: Warping/position shifts

Posted by [StealthEye](#) on Mon, 12 Sep 2011 15:31:05 GMT

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vsync won't affect how often it syncs with the server. It only affects the frame time, which may change the latency of the updates, but I don't think that is likely to cause any noticeable lag, especially if it's ok on TT servers.

I'm not quite sure what you are referring to with "the physics bug". I don't think TT fixes any physics bugs that may relate to this.

Spyder, I'm assuming that the lag you're describing for 3.4 servers did not happen before you installed TT, right? Otherwise, it's just TT's improved netcode you are noticing.

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