
Subject: Re: game pending connection interrupted
Posted by [StealthEye](#) on Sun, 18 Sep 2011 23:18:26 GMT
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I think those are actually 4 different issues:

- Random disconnects. Does it happen whenever you try it, or just sometimes? Do you get typical "lost connection" effects, such as soldiers and vehicles moving in straight lines/arcs? Can you record a video showing it?
- Chars move weirdly (I've seen similar reports by Caveman.) It seems that it is not properly interpreting the inaccurate positions sent by the server; I am guessing that it only happens on pre-4.0 servers (without wall-lag-fix). Can you confirm this?
- Animations get frozen. This might or might not be a side-effect of the lag. For now, I'm assuming it is and focusing on other issues, such as the lag itself.

halo2pac, if you're talking about "resolve them selves", do you mean that you only get the "connection to server interrupted" messages but not actually disconnect?
