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Subject: Re: Crazy recon bike

Posted by [Jerad2142](#) on Sun, 09 Oct 2011 03:21:08 GMT

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It's a Renegade physics bug due to bad timestamps, I've been bothering saberhawk about it for months but he said he won't do anything to fix it as the only way they can fix it is locking the framerate at 60fps.

If you're playing on an fds you should be fine however, as the fds won't suffer from low framerates.

I have vehicles in rp2 that will start flipping and flying away like that whenever the framerate goes below 30, it is lame.

It affects vehicles that are extra small worse (like Remote control cars and such).

The snowmobile in Rp2 is one of the more amusing versions of the glitch, as it'll start spinning away into the air whenever the framerate is at or below 30, but the second it gets back above 30 again it falls straight back to the ground.

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