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Subject: Re: Scripts 4.0 beta 5 progress update  
Posted by [StealthEye](#) on Mon, 09 Apr 2012 22:49:47 GMT  
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There is still an issue with TT being unable to recover from a badly set SBBO. Before TT, Renegade did not really listen to the SBBO value much (which caused lag as well), so that's why people may get more lag with TT than before. After setting the SBBO in the console (press F8, and type "sbbo 2000000" for a 2 Mbit connection), most issues I heard about are gone. reckneya, did you try to set the SBBO value? I have no reports of the amounts of lag you are describing with correct SBBO settings.

There is an open issue with lag when jumping, but I need the test team to come up with better values for that. I think the current settings may be too tight (it "pulls" too hard) and work best for low latency connections, but less good for connections with somewhat more latency.

The player name tag change does not affect other players. Other players' names are always visible anyway.

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