
Subject: Re: Getting weird jump lag with 63 and 100 SFPS, fixed with 500 sfps
Posted by [Jerad2142](#) on Sat, 09 Dec 2017 00:12:05 GMT

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My guess is that server side your character is moving at a different speed for some reason. Not sure what would be causing that in 4.x (especially 4.6 I know in previous versions of 4.x it was possible to get some presets not to load the same server side as they did client, but jonwil fixed this in 4.3 or 4.4 I think).

I definitely don't see this on my own server or any other servers I've joined:
<https://www.youtube.com/watch?v=gmltTM8xZ1w&feature=youtu.be>
