Subject: Hyper Latency
Posted by Javaxcx on Mon, 21 Feb 2005 03:52:08 GMT
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Ok here's the scoop:

The complex DM is pretty much finished, textured, .mix'd and so on. It runs great in LAN, however, when we try to play it online (on a very capable server), there is ridiculous lag.

We've tested it on a few servers, dedicated and non-dedicated to see if it was a server-side issue. But it seems to be the map. Everything checks out, fps are 60+, spfs 60+, pings are good, and kbps are in the right ranges for normal play.

Has anyone had this problem or knows the solution to such an annoyance?

Subject: Hyper Latency
Posted by ----- on Mon, 21 Feb 2005 03:56:22 GMT
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Warpage

Like Madd

I cant describe it.

Subject: Hyper Latency
Posted by danpaul88 on Mon, 21 Feb 2005 19:37:01 GMT
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you probably need to set up vis sectors, otherwise every client has the whole map displayed, whereas with vis only visable areas are rendered...

thats about how it works, I dont know exactly. Theres a tutorial for it on renegade tutorials - http://renhelp.laeubi-soft.de/

Subject: Hyper Latency
Posted by almor999 on Mon, 21 Feb 2005 21:55:15 GMT
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We tested the map on our dedicated server for taskbot1. As soon as you moved 2 feet it would warp you back to where you were before. SFPS was steady at 60 and ping was well below 200 at the time.

Subject: Hyper Latency
Posted by Chronojam on Mon, 21 Feb 2005 21:59:22 GMT
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Start the spawn points about 3 feet away from anything, and maybe about 1 foot off the ground, then try playing again?

Subject: Hyper Latency
Posted by Sanada78 on Mon, 21 Feb 2005 22:11:54 GMT
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Have you generated the Pathfinding?

I don't know if you have a Harvester or any AI in your map but I think you have to do it anyway. You have to place the Editor Objects > Pathfind Generator > Human (in the presets) on any spot of flat terrain, except elevated areas like walls/cliffs. Dunno if it makes a difference. Then in the Pathfinding menu do the first two "Generate..." options. You also have to do this before doing VIS otherwise it crashes.

If you did that already, then maybe doing the VIS if you haven't might fix it.

Subject: Hyper Latency
Posted by Renx on Mon, 21 Feb 2005 22:16:55 GMT
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I had this happen to me on a non-dedicated server before, my tank got stuck in the WF, and when i tried to drive away I just got warped back. I started shooting the cannon in the opposite direction to boost me and the result was a tank going 100mph, doing barrel roles and back flips, and once it got halfway across the map it would warp back and start over. Always figured it was just a random server-side bug until now

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Subject: Hyper Latency
Posted by Javaxcx on Mon, 21 Feb 2005 22:17:57 GMT
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ChronojamStart the spawn points about 3 feet away from anything, and maybe about 1 foot off the ground, then try playing again?

That shouldn't impact C4 throwing. I mean, it would literally go BEHIND you.

At any rate, I'm going to try that VIS thing.

Subject: Hyper Latency
Posted by Aircraftkiller on Mon, 21 Feb 2005 22:32:49 GMT
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Visibility rendering will not affect latency.

Subject: Hyper Latency
Posted by Blazea58 on Tue, 22 Feb 2005 01:24:08 GMT
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All thats wrong with your map is that its not set at 0,0,0 cordinates in renx/3dsmax. All you gotta do is move the middle of the map to 0 on the Z cordinates and it will fix that insane warping lag that everyone hates so much. Trust me i had this problem many times, but solved it just by moving the map in renx, then re exporting it also.

Subject: Hyper Latency
Posted by YSLMuffins on Tue, 22 Feb 2005 02:00:27 GMT
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Edit: Ditto ^^^

This plagued one of my maps once. It happened along development, so I don't know of a specific cause, but I do remember someone suggesting that you ensure that the origin (0,0) is encapsulated on the map.