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Subject: [BlackIntel] Wall lag fix!

Posted by [EvilWhiteDragon](#) on Thu, 17 Aug 2006 19:30:21 GMT

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We've found the lagging into walls always very very annoying so we decided it would be nice if it would be fixed so that you would just smoothly slide against the walls without the annoying lag. It is really really annoying when you try to buddy jump across a wall. Luckily we found a way to fix this problem.

Unfortunately the only way to fix this was by modding both the server and the client.

You can download the files here:

<http://blackintel.igotfree.com/index.php?page=downloads>

We already made 1 server but you might also want to host one so we also included the modded server.

Enjoy!

Edit:

I have made a couple of movies to show the difference:

No wall lag fix (normal)

With wall lag fix, which is a lot smoother and easier to do buddy jumping.

Edit:

I suggest reading this topic now.

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Subject: Re: [BlackIntel] Wall lag fix!

Posted by [PaRaDoX](#) on Fri, 18 Aug 2006 00:29:59 GMT

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Sounds like a hack to me.

i play with a 1700-2500ms ping and i have never lagged though a wall.

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Subject: Re: [BlackIntel] Wall lag fix!

Posted by [JeepRubi](#) on Fri, 18 Aug 2006 00:39:53 GMT

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He doesnt mean lagging thru a wall, he means thaat when you press up against a wall and to the side you dont smoothly slide off the character jumps forward and seems to get stuck then unstuck in the wall.

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Subject: Re: [BlackIntel] Wall lag fix!

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Posted by [Goztow](#) on Fri, 18 Aug 2006 06:55:12 GMT

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Nice fix, though I don't think it'll be used all that often due to it being a server and client fix.

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Subject: Re: [BlackIntel] Wall lag fix!

Posted by [EvilWhiteDragon](#) on Fri, 18 Aug 2006 07:23:46 GMT

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PaRaDoX wrote on Fri, 18 August 2006 02:29 Sounds like a hack to me.

i play with a 1700-2500ms ping and i have never lagged though a wall.  
I did not meant through the wall, just against it and not smoothly sliding against it.

Jeep Rubi wrote on Fri, 18 August 2006 02:39 He doesnt mean lagging thru a wall, he means  
thaat when you press up against a wall and to the side you dont smoothly slide off the character  
jumps forward and seems to get stuck then unstuck in the wall.

Yes that's what I meant. Will post short movie to show the difference.

Goztow wrote on Fri, 18 August 2006 08:55 Nice fix, though I don't think it'll be used all that often  
due to it being a server and client fix.

I know, we are looking for a serverside only way of fixing it , or at least trying to find a way that this  
modded game.exe it compatible with normal servers. If you try to join with a normal client on a  
modded server it will crash, so we had to mod the version too.

I have made a couple of movies to show the difference:

No wall lag fix (normal)

With wall lag fix, which is a lot smoother and easier to do buddy jumping.

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Subject: Re: [BlackIntel] Wall lag fix!

Posted by [Halo38](#) on Fri, 18 Aug 2006 09:07:12 GMT

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that is interesting i didn't realise that this sort of thing could be fixed

it's a shame about it not working with RG at the moment

Quote:

.. 3 - Notes ..

You can only play on modified servers.

You CANNOT use Renguard as it would accept a modified exe.

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Subject: Re: [BlackIntel] Wall lag fix!  
Posted by [StealthEye](#) on Fri, 18 Aug 2006 09:13:24 GMT  
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Goztow wrote on Fri, 18 August 2006 08:55Nice fix, though I don't think it'll be used all that often due to it being a server and client fix.

That's what we thought, I did not know whether I needed client side coding on the fix when I started, but when I found the bug I could only fix it with a patch to the server and client... Not changing the version number would make the client go weird and crash somewhat later... We thought that even though it might not be played much it would be a good idea to release it anyway... If someone could figure out how to make it better compatible (eg. allow patched and non-patched clients on the server, only applying the fix to the patched clients) then they have at least a start...

I doubt there will be a lot of games played, but maybe just to test the fix ;P

I'm still looking whether I can support the 2 different clients, but it isn't easy I have also looked into the "slow turrets", I think it can be fixed by a client side only patch, but I have not yet got that ready...

[edit]

Quote:that is interesting i didn't realise that this sort of thing could be fixed  
Just trying hard and putting time into it makes it possible.. Guess the cause of the problem, check it, be wrong, do some tests on when it happens, guess, and finally you were right.. You "just" have to write the fix then, lol

Quote:it's a shame about it not working with RG at the moment  
If renguard would accept the changes it could probably easily be allowed as a valid exe, the real problem is that the client can't connect to unpatched servers, and the server does not support unpatched clients. That's less easy to fix, too

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Subject: Re: [BlackIntel] Wall lag fix!  
Posted by [Tunaman](#) on Fri, 18 Aug 2006 09:46:25 GMT  
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If you were able to fix this then would you be able to fix the slow moving of vehicle turrets for other vehicles anyway?

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Subject: Re: [BlackIntel] Wall lag fix!  
Posted by [StealthEye](#) on Fri, 18 Aug 2006 10:34:06 GMT  
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If I will fix the slow turrets bug I will release it separate from this, yes... As that will probably not be incompatible with the normal servers. The only problem then is renguard which will again notice the changes to game2.exe and will not allow those...

(If that is what you asked, as your question wasn't really clear to me)

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Subject: Re: [BlackIntel] Wall lag fix!

Posted by [EvilWhiteDragon](#) on Fri, 18 Aug 2006 11:00:44 GMT

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But maybe the turret fix can be done in the scripts.dll eh then RG wouldn't have problems with it.

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Subject: Re: [BlackIntel] Wall lag fix!

Posted by [icedog90](#) on Fri, 18 Aug 2006 16:40:19 GMT

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How does it fix it?

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Subject: Re: [BlackIntel] Wall lag fix!

Posted by [EvilWhiteDragon](#) on Fri, 18 Aug 2006 18:53:01 GMT

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by removing a fuction that rounded your position, and that way the client thinks you moved in the wall (that's what is being told by the server, thanks to the rounding) where you cannot move, and the server knows you're not in the wall solet you move on a bit thats why you are shocking against walls instead of normal sliding. We changed it so that the position data isn't rounded anymore, and thus the server wont tell the client that you are a little bit in the wall.

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Subject: Re: [BlackIntel] Wall lag fix!

Posted by [StealthEye](#) on Fri, 18 Aug 2006 22:17:47 GMT

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True, I would like to add that the rounding was to compress the packets. The X Y and Z coordinates were sent as 10, 11 and 12 bit numbers, whereas the normal amount is 32 (4 bytes). So the bandwith usage has been increased with  $63 * \text{nur} * \text{vehiclecount}$  bits/second... Shouldn't be a big problem though

I might have found a way to make this compatible with other clients/servers as well, I'm not entirely sure yet though.

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Subject: Re: [BlackIntel] Wall lag fix!

Posted by [Whitedragon](#) on Fri, 18 Aug 2006 22:43:26 GMT

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This would be useful in Reborn or APB, would you mind if we included it in the next release?

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Subject: Re: [BlackIntel] Wall lag fix!  
Posted by [Tunaman](#) on Sat, 19 Aug 2006 00:12:22 GMT  
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I meant was it possible to fix the bug someone will be shooting at you with an arty on their screen, but on your screen they are looking away from you..

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Subject: Re: [BlackIntel] Wall lag fix!  
Posted by [Chronojam](#) on Sat, 19 Aug 2006 00:49:21 GMT  
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With permission, this would be packaged with the next version of APB and I see no reason why Reborn wouldn't want to use it also.

However... see if you can do something about the sniper jiggling, which is probably the result of something gay like a last-minute change to make scoped mode go at walk speed. That's the biggest annoyance.

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Subject: Re: [BlackIntel] Wall lag fix!  
Posted by [EvilWhiteDragon](#) on Sat, 19 Aug 2006 08:07:50 GMT  
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Whitedragon wrote on Sat, 19 August 2006 00:43 This would be useful in Reborn or APB, would you mind if we included it in the next release?

Well I see no reason why not to include it, as it improves gameplay and that's what we all want right (except Silent\_Kane maybe). It would be nice to place our name and website in the credits then

Ralphzehunter wrote on Sat, 19 August 2006 02:12 I meant was it possible to fix the bug someone will be shooting at you with an arty on their screen, but on your screen they are looking away from you..

As StealthEye said, he's working on it, and rather close to fixing it. As he has already found it's cause, which is the turrets being updated every screen. The speed of which they are moving depends on a variable and the framerate. When a turret online moves it is updated at max 30 times a second, is the nur is 30, else it is lower.

With a FPS of 60 and a nur of 30 a turret other then your own moves at half the speed it should move.  $60/30 = .5$  or  $1/2$  so with a nur of 15 you would get  $60/15 = 1/4$  of the normal speed.

Chronojam wrote on Sat, 19 August 2006 02:49 With permission, this would be packaged with the next version of APB and I see no reason why Reborn wouldn't want to use it also.

However... see if you can do something about the sniper jiggling, which is probably the result of something gay like a last-minute change to make scoped mode go at walk speed. That's the biggest annoyance.

See comment at WhiteDragon.

What do you mean about Sniper jiggling ? could you show that by a movie or something ? As I'm not totally sure what you mean.

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Subject: Re: [BlackIntel] Wall lag fix!

Posted by [Viking](#) on Sat, 19 Aug 2006 08:44:56 GMT

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I think the sniper thing is just plain lag. I believe what he means when is, when a sniper is using the scope and walking they swith, or "jiggle", back and forth from there current position, and there old one every frame or so. I think they have to be crouched too?

Mabe add somthing to the EXE making C.P.O Servers (Core Patch Only). Not renguard I dont like renguard...

Servers you can play in if you have corepatch and they could release the fixes you are makin along with some other stuff to! Possible the ability to change falling speeds making parichutes possible?

You should do this like Rock Patch for RA2, or ETS (extended Tiberian Sun).

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Subject: Re: [BlackIntel] Wall lag fix!

Posted by [EvilWhiteDragon](#) on Sat, 19 Aug 2006 11:02:41 GMT

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idjit626 wrote on Sat, 19 August 2006 10:44 I think the sniper thing is just plain lag. I believe what he means when is, when a sniper is using the scope and walking they swith, or "jiggle", back and forth from there current position, and there old one every frame or so. I think they have to be crouched too?

It is definatively some sort of lag, but this is too, this might even fix that issue too, but I don't know. You can try it out if you want to

Quote:

Mabe add somthing to the EXE making C.P.O Servers (Core Patch Only). Not renguard I dont like renguard...

Servers you can play in if you have corepatch and they could release the fixes you are makin along with some other stuff to! Possible the ability to change falling speeds making parichutes possible?

Why ? I meana most servers have CP2 and why only allow players that have CP2 too ? You could do it though , if you change a bit to the maphash then they will me on the same listing but only CP(3?) users could join. But therefore you could also copy all maps, place some extra char in the

name and do the same for all CP users and then you could (as CP user) use both CP servers and non CP servers.

About the parachutes, thats possible now too, you just have to make them in scripts.dll and you can parachute on a server.

Quote:

You should do this like Rock Patch for RA2, or ETS (extended Tiberian Sun).

I think that would scatter the community even more.

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