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Subject: Scripts 3.4.4 help

Posted by [Gohax](#) on Wed, 11 Mar 2009 08:44:22 GMT

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I haven't had this happen before when I used the scripts, but I just re-installed them like a few days ago. I also installed a modified shaders for the wireframe stealth effect. When I go ingame to play, it's very glitchy. No ping or fps lag, it's just glitchy. When I took off the modified shaders, it let up just a little bit but it was still glitchy. When I took off all 3.4.4, everything was fine. Any reason this could be happening?

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Subject: Re: Scripts 3.4.4 help

Posted by [danpaul88](#) on Wed, 11 Mar 2009 08:54:33 GMT

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Define glitchy, otherwise how are we supposed to help you?

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Subject: Re: Scripts 3.4.4 help

Posted by [Gohax](#) on Wed, 11 Mar 2009 09:17:17 GMT

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Sorry. Like when I'm walking/driving a vehicle, it starts skipping sort of. Like feels like I'm moving back and forth really fast. I know a fraps vid would help, but my computer can't really run fraps well and you couldn't tell the difference from my glitching and the lag I get from fraps. :/

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Subject: Re: Scripts 3.4.4 help

Posted by [Goztow](#) on Wed, 11 Mar 2009 13:35:40 GMT

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You mean like "warping"? That would be packet loss, which is caused by a bad connection at your side or between you and the server.

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Subject: Re: Scripts 3.4.4 help

Posted by [Gohax](#) on Thu, 12 Mar 2009 18:43:56 GMT

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Alrite thanks. I think it may be that as it really only happens in UK servers :/ I get it sometimes in other servers. Could a modified shaders be the cause of the warping/glitching?

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