Subject: Weird walking glitch
Posted by Neijwiert on Wed, 11 Oct 2017 12:42:50 GMT
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Ever since I came back after some time to play Renegade again I have the problem shown in the video below:

https://youtu.be/3oZ1YMKdr1M

I have this in every server. In the video it's in my own server as a demonstration. I don't think I had this problem pre 4.4

Subject: Re: Weird walking glitch
Posted by dblaney1 on Wed, 11 Oct 2017 16:55:00 GMT
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Do you have vsync on? If you go over a certain fps i believe this glitch occurs. It might be that you upgraded your computer and it consistantly puts out more frames than your old one.

I don't have this issue on my end but I run vsync. I imagine my gtx1070 and i7 6820hk without vsync would easily get the fps for it though with it off though. Next time I am home I will try it out.

I strongly recommend turning on vsync. There is a lot of physics things in the w3d engine that rely on having a consistent frame time which vsync provides. Running it should greatly reduce the amount of lag you see since the behavior of objects will be more consistent with what the server is doing.

Subject: Re: Weird walking glitch
Posted by Neijwiert on Wed, 11 Oct 2017 20:09:59 GMT
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dblaney1 wrote on Wed, 11 October 2017 09:55Do you have vsync on? If you go over a certain fps i believe this glitch occurs. It might be that you upgraded your computer and it consistantly puts out more frames than your old one.

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You are right, that was the problem. I forgot Renegade had those weird issues caused by framerate.

Subject: Re: Weird walking glitch
Posted by Jerad2142 on Fri, 13 Oct 2017 17:04:21 GMT
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Really wish we had made it just defaulted on, helps sync the physics engine with the server as well. Shame that emitters only seem to truly work correctly at 30fps instead of 60fps :\

Subject: Re: Weird walking glitch
Posted by dblaney1 on Fri, 13 Oct 2017 17:21:13 GMT
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Whats wrong with emitters at 60fps?

Subject: Re: Weird walking glitch
Posted by Gen_Blacky on Fri, 13 Oct 2017 23:58:15 GMT
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Sometimes it will skip emitter frames at 60fps and most defiantly if you go over 1000fps. You notice a big difference if you watch a smoke emitter with vsync off and vsync on without being over 1000fps. Lets say 100fps with vsync off.

Subject: Re: Weird walking glitch
Posted by Jerad2142 on Thu, 26 Oct 2017 00:10:50 GMT
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dblaney1 wrote on Fri, 13 October 2017 11:21Whats wrong with emitters at 60fps?
The Inheritance setting doesn't work consistently, I think it fails about 50% of the time at 60FPS if I recall correctly.

Subject: Re: Weird walking glitch
Posted by dblaney1 on Thu, 26 Oct 2017 03:52:21 GMT
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Jerad Gray wrote on Wed, 25 October 2017 17:10dblaney1 wrote on Fri, 13 October 2017 11:21Whats wrong with emitters at 60fps?
The Inheritance setting doesn't work consistently, I think it fails about 50% of the time at 60FPS if I recall correctly.

Sounds like the code is broken in the same way the code for soldier ai rotation was. Its not taking frametime into account. I'll take a look at it since I was able to fix that code.

Subject: Re: Weird walking glitch
Posted by iRANian on Thu, 02 Nov 2017 17:25:06 GMT
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vsync causes input lag and is basically unplayable