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Subject: Physics desync fps bug code location?  
Posted by [iRANian](#) on Thu, 09 Jan 2025 17:20:56 GMT  
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Your soldier position desyncs when your FPS is different from the SFPS and you either jump around or crouch a lot. It's also happens when getting out of a vehicle, you will see your soldier get 'stuck' on the vehicle when getting out for a second.

I think the issue might be that in SoldierGameObj::Think() they forgot to add a FrameSeconds check here:

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Subject: Re: Physics desync fps bug code location?  
Posted by [iRANian](#) on Thu, 09 Jan 2025 17:30:43 GMT  
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this whole surface effects code they just dumped it in SoldierGameObj::Think() LOL, not framesconds checks at all

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