Subject: what happens when u get lag stuck?
Posted by Titan1x77 on Tue, 22 Apr 2003 19:13:53 GMT
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I know its not actually lag that make you stuck.....It's like a force keeps pulling you back!

What causes this?

Ive been on really laggy server and u kind of warp around....this is diffrent as you get stuck in the same area...and you cannont move forward for more then a few feet.

Subject: what happens when u get lag stuck?
Posted by maytridy on Tue, 22 Apr 2003 19:28:18 GMT
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Yes, titan and i have had this problem while beta testing. We are on a 2 player server, both with cable internet connections. It cannot be lag, anyone know what it is?

-The host usually does not experience this.

Subject: what happens when u get lag stuck?
Posted by Titan1x77 on Tue, 22 Apr 2003 19:40:18 GMT
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maytridy
-The host usually does not experience this.

The host can run around freely

And it isnt the custom scripts acting up either....i lag walked into the teleporter(after trying several times)And i teleported!!

So the customs are working....but the harvy has to be killed to get it working (i think this is in the original script)

Subject: what happens when u get lag stuck?
Posted by mike9292 on Tue, 22 Apr 2003 20:01:59 GMT
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i was in my clan's practice game and kept getting half in and half out of the vehicle i took a pic so i'll post it here

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Subject: what happens when u get lag stuck?
Posted by StoneRook on Tue, 22 Apr 2003 20:15:18 GMT
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That "force" is the host rig and your rig trying to figure out where in the Renegade map your "true" location is.

as you move - your world coodinates are passed to the host - which in turns sends updates to anyone around you - so everyone is about where they are seen.

if you start to lag - or go out of sync - you may be shifted around - as your rig and and the host "argue" where your really at.

Worst case - you get transported into a wall or fall through the map (the "blue hell")

Best case - you seem to skate around ("popping") around the terrain.

Similar to when a sniper goes into scope mode - they seem to "pop" in and out of view (or shift side to side).

The more players - the more traffic - the host rig specs -maps - all make a difference in seeing this.

Thats why you should put on client_physics_optimization (hit the ~ when in game - then hit c - and selecting the command) on when you start Renegade - it cuts some of the junk out.

Subject: what happens when u get lag stuck?
Posted by maytridy on Tue, 22 Apr 2003 20:59:48 GMT
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Thanks alot! We will try that later on tonight and see if it works. Thanks for the help, StoneRook.

Subject: what happens when u get lag stuck?
Posted by Titan1x77 on Tue, 22 Apr 2003 21:20:24 GMT
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Thanks rook!!

You obviously know what your doing....

I was told to check vis in my collision propertys on my whole mesh since my map has alot of height.....i tested with just the mesh and 2 start-up spawners and i still acompanied this problem.

I noticed that when he would shoot me,That he was looking in the opposite direction or at the wall.

Could the vis being checked cause this?

Subject: what happens when u get lag stuck?
Posted by StoneRook on Tue, 22 Apr 2003 22:19:22 GMT
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possibly --

vis - if done incorrectly - can mess up a map.

try to remake the map without the vis - and see if you still have problems.

Greg said that most maps does not need vis --

so give that a try.

Subject: what happens when u get lag stuck?
Posted by Majiin Vegeta on Wed, 23 Apr 2003 01:02:56 GMT
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hehehe its very annoying esp the sniping..u got sum little %^&%& zipping side to side so fast he is a freaking blur and ya cant hit him..lol

Subject: what happens when u get lag stuck?
Posted by Titan1x77 on Wed, 23 Apr 2003 18:43:18 GMT
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i tried taking out all vis mesh and just used the terrain(no vis no pathfinding)

I placed the buildings back together(so the extrior wasn't edited)

And i recieve the same problem....

I export as renegade terrain with smooth verts box checked.

i can send anyone who knows what they are doing the W3D file to be examined.

Ive spent alot of time and completed everything(including spawns,pt's scripts,VIS,pathfinding,everything in commando)

I just cant seem to shake this problem.

Subject: what happens when u get lag stuck?
Posted by maytridy on Wed, 23 Apr 2003 20:32:46 GMT
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Yeah, we'rea having alot of trouble. If anyone could lend a hand, that would be great.

Subject: what happens when u get lag stuck?
Posted by Titan1x77 on Wed, 23 Apr 2003 21:47:53 GMT
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ive sent out the .gmax file to a couple of pro's.

Prehaps they will have an answer

Maytridy sign on msn!!