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Subject: Weirdest Lag  
Posted by [Veyrdite](#) on Sat, 11 Aug 2007 01:46:05 GMT  
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Whats the Weirdest lag you've come into?

I remember Once on C&C\_City\_Flying I was a Raveshaw, bought an Apache and tried to get into it. The apache Disappeared, then reappeared up-side down for a sec, then disappeared again, i had huge fps lag, couldn't move and it lasted about 20 seconds. Then the apache blew up and my Raveshaw moved along the ground like a vehicle, no feet animation, but smooth speeding-up movement and slowing down movement. The world box was the same as i could go inside a building, and i looked the same to all the other players (or they would have complained about a veh in the HON). I bought a new char at the pt, but it still persisted until i committed suicide.

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Subject: Re: Weirdest Lag  
Posted by [sadukar09](#) on Sat, 11 Aug 2007 01:50:42 GMT  
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This pic

Theres 3 things wrong with it. Guess them all and I'll give you a cookie.

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Subject: Re: Weirdest Lag  
Posted by [nopol10](#) on Sat, 11 Aug 2007 03:18:53 GMT  
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This screenie was on another thread...

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Subject: Re: Weirdest Lag  
Posted by [Renegade](#) on Sat, 11 Aug 2007 05:19:26 GMT  
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dthdealer wrote on Fri, 10 August 2007 21:46Whats the Weirdest lag you've come into?  
I remember Once on C&C\_City\_Flying I was a Raveshaw, bought an Apache and tried to get into it. The apache Disappeared, then reappeared up-side down for a sec, then disappeared again, i had huge fps lag, couldn't move and it lasted about 20 seconds. Then the apache blew up and my Raveshaw moved along the ground like a vehicle, no feet animation, but smooth speeding-up movement and slowing down movement. The world box was the same as i could go inside a building, and i looked the same to all the other players (or they would have complained about a veh in the HON). I bought a new char at the pt, but it still persisted until i committed suicide.

Great tactic.

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Subject: Re: Weirdest Lag  
Posted by [AoBfrost](#) on Sat, 11 Aug 2007 15:16:12 GMT  
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Ever lag right when buying a new chaacter? they stand still like you werent walking, but when you do walk, they dont move, not even when being shot, their gun points down or sideways, but they shoot forward, it's funny lol.

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Subject: Re: Weirdest Lag  
Posted by [Starbuzz](#) on Sun, 12 Aug 2007 01:57:54 GMT  
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My weirdest lag was on Hourglass. I was in a Stank up the right side of the map and all of a sudden, I start gliding right into the GDI base! The tank was moving sideways and the AGT goes ape! LOL...well, the tank blew up and I died. I was glad I wasn't in a Light Tank...would have given the enemy the shell.

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Subject: Re: Weirdest Lag  
Posted by [Viking](#) on Mon, 13 Aug 2007 18:16:10 GMT  
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One time on under, I was GDI and took a APC to the nod base was inside the oblisk throwing C4 on it, then BAM! I am back in the GDI base with my APC!?

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Subject: Re: Weirdest Lag  
Posted by [Veyrdite](#) on Wed, 15 Aug 2007 05:43:16 GMT  
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Starbuzz wrote on Sun, 12 August 2007 11:57My weirdest lag was on Hourglass. I was in a Stank up the right side of the map and all of a sudden, I start gliding right into the GDI base! The tank was moving sideways and the AGT goes ape! LOL...well, the tank blew up and I died. I was glad I wasn't in a Light Tank...would have given the enemy the shell.

Similar happened to me on a server sided death match near the church (m09 is it?) I was in a stank at the first church (the th one along the roadside, not the one in a giant spot of its own), and all of a sudden i glided to the middle of a pathway near where babushka would be in sp.

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Subject: Re: Weirdest Lag

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Posted by [sadukar09](#) on Wed, 15 Aug 2007 11:03:55 GMT

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How did you get a stank in a death match :V

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Subject: Re: Weirdest Lag

Posted by [Carrier11](#) on Wed, 15 Aug 2007 12:47:46 GMT

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This photo. City\_flying and a buggy, or at least half of it...

### File Attachments

1) [SS005.jpg](#), downloaded 732 times



Subject: Re: Weirdest Lag  
Posted by [Caveman](#) on Wed, 15 Aug 2007 13:06:07 GMT  
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Lag: I would have to say this :- (Look at the harvy)

Glitch I would have to say this :-

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Subject: Re: Weirdest Lag  
Posted by [DutchNeon](#) on Wed, 15 Aug 2007 15:53:47 GMT  
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Its always fun somehow getting stuck to pt's ( im not sure if it caused by lag ) and getting stuck in buildings. Yesterday, i somehow bought an nod 500er while i lagged back out, but then, i somehow was stuck in the HoN wall, dunno why, had to rejoin. same for a thing i somehow couldnt leave the HoN, i could walk through it, and not warping back, but when i went out or jumped out the windows i kept warping back, i litterly tried to get out for 15 minutes which just didnt worked.

Sadukar = Blue hell with nuke, or Nod spammed so much nukes the sky keeps staying red ( i have seen it sometimes on marathon servers where the skys stays red by nuke spam or continous raining due GDI spamming ions, with this i mean, the skys stays in a beacon situation even if there are no beacons placed or active ).

Also, I sometimes get that when i drive, it looks like my Driver falls through the ground, then heavily decrease of FPS, when i try to look in 3th person, i dont see myself, but in first i can see my regun, this mostly caused a heavily Continious FPS drop until my ren freezes and often have to stop ren with task manager.

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Subject: Re: Weirdest Lag  
Posted by [KIRBY-098](#) on Wed, 15 Aug 2007 17:06:59 GMT  
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Stealth tank rush on field.

Doing well, and able to sneak by the GDI mediums that were spamming rounds to find us. We were about to cross the threshold to the base and take down the agt, when suddenly my screen flashes and I am now in a red health stealth that is trying to drive over a GDI Medium who is crashed into the barn.

Whee.

My eternal fav: the MLRS rounds that come out of nowhere during lag spikes

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Subject: Re: Weirdest Lag

Posted by [sadukar09](#) on Wed, 15 Aug 2007 17:27:02 GMT

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Dutch Neon wrote on Wed, 15 August 2007 10:53Its always fun somehow getting stuck to pt's ( im not sure if it caused by lag ) and getting stuck in buildings. Yesterday, i somehow bought an nod 500er while i lagged back out, but then, i somehow was stuck in the HoN wall, dunno why, had to rejoin. same for a thing i somehow couldnt leave the HoN, i could walk through it, and not warping back, but when i went out or jumped out the windows i kept warping back, i litterly tried to get out for 15 minutes which just didnt worked.

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Also, I sometimes get that when i drive, it looks like my Driver falls through the ground, then heavily decrease of FPS, when i try to look in 3th person, i dont see myself, but in first i can see my repgun, this mostly caused a heavily Continious FPS drop until my ren freezes and often have to stop ren with task manager.

CORRECno...look at the ping, look at red \*hell\*+ the mention of \*god\* holy shit people...

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Subject: Re: Weirdest Lag

Posted by [BlueThen](#) on Wed, 15 Aug 2007 17:36:07 GMT

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I keep entering vechs, and it'd be first person when I'm in the vechs, it'd then get real laggy.

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Subject: Re: Weirdest Lag

Posted by [DutchNeon](#) on Wed, 15 Aug 2007 19:22:01 GMT

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BlueThen wrote on Wed, 15 August 2007 12:36I keep entering vechs, and it'd be first person when I'm in the vechs, it'd then get real laggy.

Got that too, and your vech will like drive gay, warping and it will look like your a drunk driver. I hate it when ppl enter your vehicle and your vehicle starts lagging or something like that, warping etc, mostly re-enter fixes that, but its quite annoying and just by holding the A key ( for me strafing left ) will cause your entire vech to spin, same for seeing tanks warping, and others not... caused

by lag?

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Subject: Re: Weirdest Lag

Posted by [Tankkiller](#) on Wed, 15 Aug 2007 19:28:31 GMT

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This is what happen to me when i keep re-enter vechs.

this too!

### File Attachments

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1) [ScreenShot04.png](#), downloaded 533 times



2) [ScreenShot03.png](#), downloaded 526 times



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Subject: Re: Weirdest Lag  
Posted by [light](#) on Wed, 15 Aug 2007 20:33:44 GMT  
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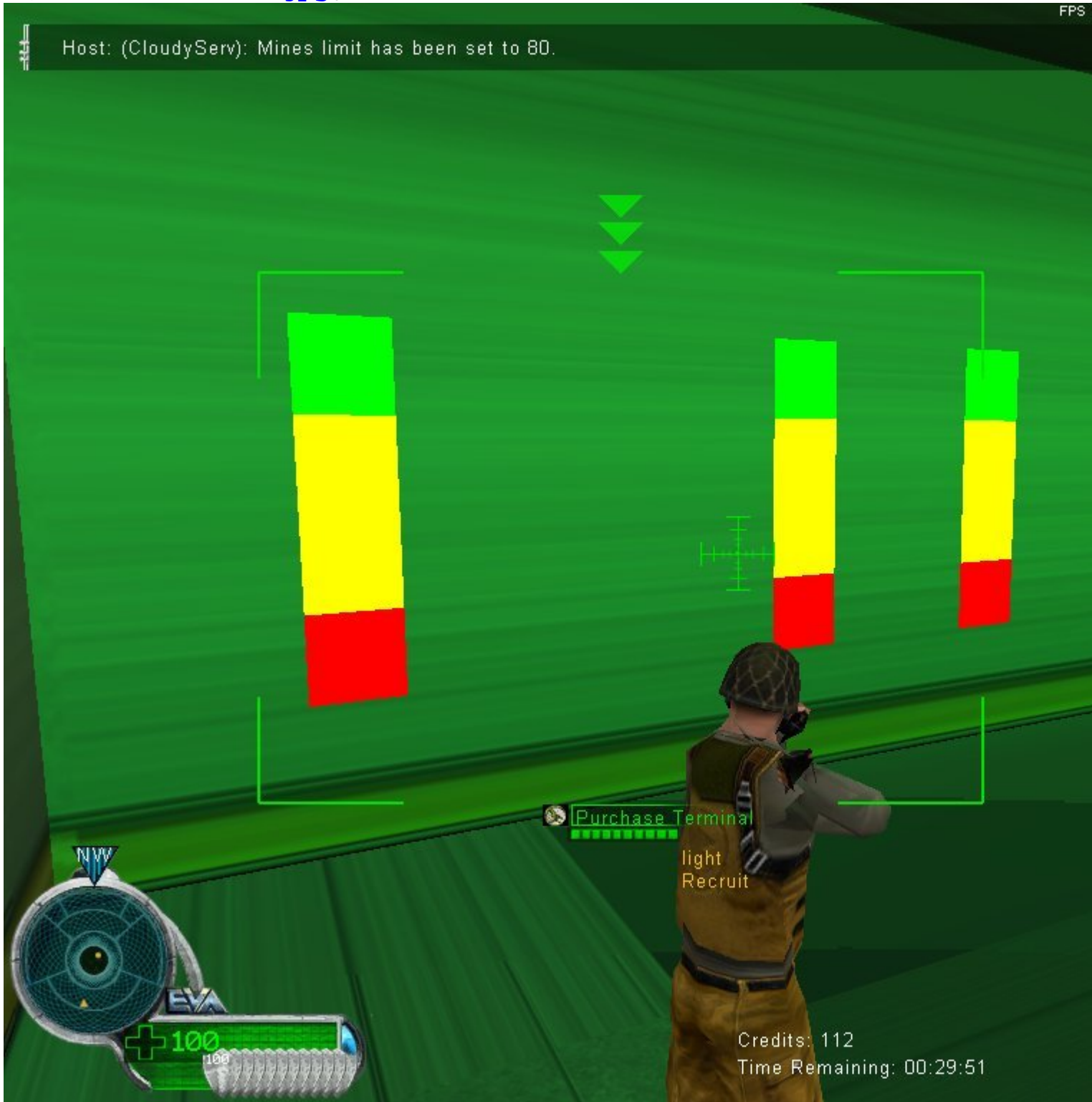
Most definately has to be this one time:

Evryone playing was on TeamSpeak and they knew I'd glitched somehow, but still, good fun.

File Attachments

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1) [ScreenShot128.jpg](#), downloaded 644 times



2) [ScreenShot129.jpg](#), downloaded 643 times



3) [ScreenShot130.jpg](#), downloaded 640 times



4) [ScreenShot131.jpg](#), downloaded 638 times



5) [ScreenShot134.jpg](#), downloaded 655 times

c4ghity killed Cugs



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Subject: Re: Weirdest Lag  
Posted by [sadukar09](#) on Wed, 15 Aug 2007 20:48:29 GMT  
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Wall hack :V

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Subject: Re: Weirdest Lag

Posted by [light](#) on Wed, 15 Aug 2007 20:51:01 GMT

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sadukar09 wrote on Thu, 16 August 2007 08:48Wall hack :V

If I was stupid enough to wall hack I wouldn't be stupid enough to also post the pics on renforums. It was a glitch, don't ask me how it happened, but it only lasted for one game.

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Subject: Re: Weirdest Lag

Posted by [IronWarrior](#) on Wed, 15 Aug 2007 20:53:23 GMT

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I can't remember the worst, but the other day, I was lagging alot and saw my tank start to move by itself for about 6 sceond's then I ended up inside it and out again..

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Subject: Re: Weirdest Lag

Posted by [sadukar09](#) on Wed, 15 Aug 2007 20:57:46 GMT

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light wrote on Wed, 15 August 2007 15:51sadukar09 wrote on Thu, 16 August 2007 08:48Wall hack :V

If I was stupid enough to wall hack I wouldn't be stupid enough to also post the pics on renforums. It was a glitch, don't ask me how it happened, but it only lasted for one game.

I was joking...should've seen from the smily. And why are you defensive on a joke...

---

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Subject: Re: Weirdest Lag

Posted by [light](#) on Wed, 15 Aug 2007 21:02:18 GMT

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sadukar09 wrote on Thu, 16 August 2007 08:57light wrote on Wed, 15 August 2007

15:51sadukar09 wrote on Thu, 16 August 2007 08:48Wall hack :V

If I was stupid enough to wall hack I wouldn't be stupid enough to also post the pics on renforums. It was a glitch, don't ask me how it happened, but it only lasted for one game.

I was joking...should've seen from the smily. And why are you defensive on a joke...

I've never seen :V as a smiley before, usually means joking.

And I'm defensive because I've spent most of my ren playing days defending myself against people saying I cheat because I don't/didn't run RenGuard. I'm not about to stop defending my reputation now.

---

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Subject: Re: Weirdest Lag

Posted by [sadukar09](#) on Wed, 15 Aug 2007 22:25:16 GMT

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light wrote on Wed, 15 August 2007 16:02sadukar09 wrote on Thu, 16 August 2007 08:57light wrote on Wed, 15 August 2007 15:51sadukar09 wrote on Thu, 16 August 2007 08:48Wall hack :V If I was stupid enough to wall hack I wouldn't be stupid enough to also post the pics on renforums. It was a glitch, don't ask me how it happened, but it only lasted for one game. I was joking...should've seen from the smily. And why are you defensive on a joke... I've never seen :V as a smiley before, usually means joking.

And I'm defensive because I've spent most of my ren playing days defending myself against people saying I cheat because I don't/didn't run RenGuard. I'm not about to stop defending my reputation now.

All n00b's brain mechanics works like this, Good Player A head shots n00b Player B with Sniper Rifle head shot. Player B: OMFG WTF? CHETER!!!! Player A: ...

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Subject: Re: Weirdest Lag

Posted by [IronWarrior](#) on Thu, 16 Aug 2007 00:39:04 GMT

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Does anyone find it odd that Light stayed in the game with this glitch?

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Subject: Re: Weirdest Lag

Posted by [light](#) on Thu, 16 Aug 2007 02:16:27 GMT

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IronWarrior wrote on Thu, 16 August 2007 12:39Does anyone find it odd that Light stayed in the game with this glitch?

Quote:Evryone playing was on TeamSpeak and they knew I'd glitched somehow, but still, good fun.

If they'd asked me to restart I would have, but they didn't.

---

Subject: Re: Weirdest Lag

Posted by [Caveman](#) on Thu, 16 Aug 2007 11:10:15 GMT

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Man if they asked me to turn off my \*cheat name removed\*and stop crying chet, I would have turned it off.. unbanplz

Just incase you didn't notice the smily.. Im playing with you.

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Subject: Re: Weirdest Lag  
Posted by [Veyrdite](#) on Thu, 16 Aug 2007 11:52:19 GMT  
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Lol, looks like someone has faulty vis to be seeing through buildings. Also Incorrect textures has been a problem since ren started (so I'm told).

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