
Subject: Positions

Posted by [mrÆÃ\\$Ä-z](#)

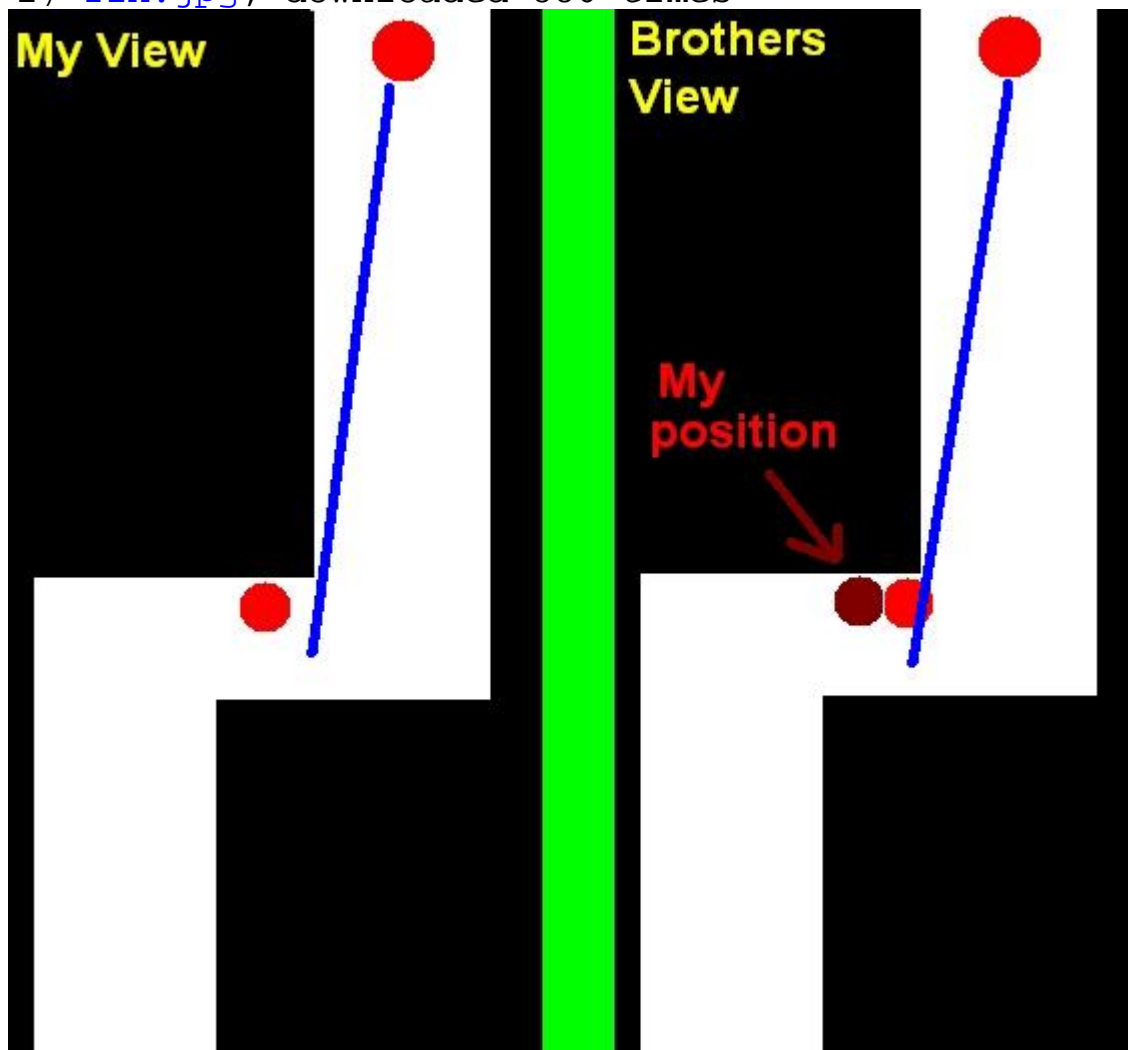
on Mon, 29 Sep 2008 15:17:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

OK, i remmeber a while ago when i played with my brother Renegade on the same server (his Clan server). We sniped and we noticed he had some advatages! he could see my arm and the half of my head, i just could see the stupid wall. We took a picture and where shocked i dont have the Picture anymore but i redrew it (hope you guys can understand this picture)

File Attachments

1) [fix.jpg](#), downloaded 886 times



Subject: Re: Positions

Posted by [mrÆÃ\\$Ä-z](#)

on Mon, 29 Sep 2008 15:18:32 GMT

[View Forum Message](#) <> [Reply to Message](#)

"My View" shows that i just look into the wall.

"Brothers View" shows that he see a part of me! the blue line shows what he can see

It was no lag because we didnt moved for 2 minutes, a while ago we tryed that on other edges etc and it had the same result

Subject: Re: Positions
Posted by [StealthEye](#) on Mon, 29 Sep 2008 17:27:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

That's Renegade. It is indeed possible that the soldier positions differ on two clients. The lag reduction code allows you to be slightly off the actual position so that you will notice lag less.

Edit: There is actually another problem that causes this to happen, which is fixed if you use the wall lag fix. It will obviously be fixed in TT too.

Subject: Re: Positions
Posted by [Ghostshaw](#) on Mon, 29 Sep 2008 17:29:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

Also if in first person its possible for you to not be able to look past a wall but for a part of your body for example your arm or barrel to stick out anyway.

Subject: Re: Positions
Posted by [Veyrdite](#) on Tue, 30 Sep 2008 04:39:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

I guess this explains why I always get fragged on sniper servers while reloading behind a corner. That plus my average 400 ping.

Subject: Re: Positions
Posted by [XCorrupt69](#) on Tue, 30 Sep 2008 04:47:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

StealthEye wrote on Mon, 29 September 2008 13:27wall lag fix

Is this publically available? Also, is the turret lag one?

Subject: Re: Positions
Posted by [_SSnipe_](#) on Tue, 30 Sep 2008 05:34:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

damn renegade no more fair plays these days

Subject: Re: Positions
Posted by [Goztow](#) on Tue, 30 Sep 2008 06:34:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

XCorupt69 wrote on Tue, 30 September 2008 06:47StealthEye wrote on Mon, 29 September 2008 13:27wall lag fix

Is this publically available? Also, is the turret lag one?

Turret and wall lag fix are in scripts 3.x. Wall lag fix also needs the server to be running these scripts to work, though.

Subject: Re: Positions
Posted by [Veyrdite](#) on Tue, 30 Sep 2008 07:09:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

What is the turret fix? Damage not being registered on client when the turret shoots at them?

Subject: Re: Positions
Posted by [Goztow](#) on Tue, 30 Sep 2008 07:15:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

In vanilla ren the turret (Nod turret but also e.g. arty turret) would shoot and hit you before you actually saw it turn. The turret fix made it so the client could see it turn.

Subject: Re: Positions
Posted by [StealthEye](#) on Tue, 30 Sep 2008 08:17:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

To be more precise: the turret was not properly updated, causing all turrets to load way slower. At least twice as slow as normal, oftenly slower depending on server settings & your connection. This caused the turrets/vehicles to seemingly miss you completely whereas they actually shoot pretty close/hit you. Turret lag fix fixes this by making the turrets rotate using the right speed.

Both turret lag fix and wall lag fix are indeed available in scripts.dll 3.x.

Subject: Re: Positions

Posted by [=HT=T-Bird](#) on Fri, 17 Oct 2008 20:51:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

The OP has an excellent point here, and so does StealthEye in his first reply to this topic.
