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Subject: Crouching and jumping cause lag even when playing with 5 ping  
Posted by [iRANian](#) on Sun, 16 Apr 2017 13:22:48 GMT

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I'm playing on my local test server with 5 ping and walking around is lagless. But if I start jumping and crouching around excessively, i get warped around 1 second after I stop doing it.

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Subject: Re: Crouching and jumping cause lag even when playing with 5 ping  
Posted by [iRANian](#) on Thu, 20 Apr 2017 21:09:04 GMT

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It's weird cause if you jump around and then stop it will warp you back like one second after you stop jumping, but if you jump around and then just slightly touch the move upwards key it doesn't lag you back..

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Subject: Re: Crouching and jumping cause lag even when playing with 5 ping  
Posted by [iRANian](#) on Fri, 21 Apr 2017 08:03:24 GMT

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Alright dblaney fixed the jumping lag but he says that he can't fix the crouching lag as it's a toggle which modifies soldier speed.

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Subject: Re: Crouching and jumping cause lag even when playing with 5 ping  
Posted by [iRANian](#) on Fri, 21 Apr 2017 11:12:59 GMT

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Setting client NUR to 1000 fixes the crouching lag and makes things less laggy overall. I do think it might be capping the update limit on at least some things to server FPS. But if you set client NUR to the same value as SFPS you still get crouching lag, it disappears when client NUR is 1000.

Server FPS 100 also works very nicely over SFPS 60.

Server NUR 100 also makes a good improvement over default 30.

Biggest improvement comes from setting client NUR to 1000.

Can the limit on setting client NUR to 30 be removed, I want to set it to a high value on my server.

Client NUR at 1000 also works when I play on servers with 180 ping, like US servers.

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Subject: Re: Crouching and jumping cause lag even when playing with 5 ping

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Posted by [iRANian](#) on Fri, 21 Apr 2017 12:00:46 GMT

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BTW you can also set NUR on your client above 30 by opening the registry and modifying Renegade->Networking->Options->NetUpdateRate (don't forget to set base to 'Decimal'). Setting it to 1000 works great.

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Subject: Re: Crouching and jumping cause lag even when playing with 5 ping

Posted by [dblaney1](#) on Fri, 21 Apr 2017 17:08:41 GMT

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I tried 120 for client to server and that seemed to resolve the issue completely. 1000 is excessive in my opinion. I left server to client at 30 though. We could probably make the max value for this higher.

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Subject: Re: Crouching and jumping cause lag even when playing with 5 ping

Posted by [iRANian](#) on Fri, 21 Apr 2017 17:15:32 GMT

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I tried 200 and 500 and I still had issues with client NUR

server to client at 30 is too low, 50-60 is fine and 100 is very good (but that does increase bandwidth quite a bit if you set it to 100)

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Subject: Re: Crouching and jumping cause lag even when playing with 5 ping

Posted by [dblaney1](#) on Fri, 21 Apr 2017 17:27:22 GMT

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120 seemed to work great for me but I run vsync so it probably ends up sending 60 updates or exactly one update per tick. My server is also running the default sfps.

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