Subject: Re: [CODE]Server frame time checker (Thanks to jonwil!)
Posted by iRANian on Mon, 01 May 2017 11:42:19 GMT
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I think on RenCorner the server NUR is set lower than 30 anyhow. Maybe someone can confirm this cause I was talking to one of their admins about it like 2 weeks ago and I vaguely recall him mentioning how server NUR wasn't really helping much for them other than increasing server and client bandwidth usage.

On my test server I have it set to 50 NUR with 100 SFPS and 1000 client NUR and it fixes the crouching lag. That test build fixed the jumping lag.

I and ExEric tried 60 sfps with 30 server NUR and we'd still get lag, at around 50-60 server NUR it stops getting better quality wise. The main issue we noticed is vehicle lag when getting in and out and with movement...probably because infantry movement is mostly client-side now and at a very high update rate with 1000 NUR.

I've tested the 1000 client NUR (with the 4.4 test build with jump lag fix) on empty US servers and I can confirm this fixes all the lag on your infantry unit as long as the server has no frame time issues.

If the server has frame time issues your jumps get 'cancelled' in mid air and you warp all over the place...enemy infantry start stuttering like crazy.

I haven't tested this really but I also think that if an enemy player has 1000 client nur...his movement is smoother and he's easier to hit. ExEric was running 1000 client NUR on our Euro test server and he's easier to hit than other Euro players with 10-30 client NUR.

Note that I and ExEric tested it with 50 players (joining with +multi clients) and the frame time chceker showed that the frame time kept below 12 ms....and all the lag was still fixed with client nur 1000 and that test scripts build. So as long as frame time is good the lag doesn't increase.