Subject: Re: [CODE]Server frame time checker (Thanks to jonwil!)
Posted by dblaney1 on Mon, 01 May 2017 17:15:40 GMT
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The server side NUR doesn't need to go above 30 updates per second. Its just the client side nur (command rate me and saberhawk have been calling it to distinguish it from server to client net update rate). Vehicle lag in the latest bandtest works just fine at 30 updates per second. I found that setting it to 35 comes out to the best as it adds a bit of padding to the incase a frame ends up slightly fast which at the default sfps (comes out to 62-63) it does. This makes the server send out updates every other frame. With the default 30 it ends up being every 3rd frame and comes out to 20-21 updates per second.

I have had great sucess with a command rate (client to server) set to 75 which with vsync on comes out to exact one client to server update per frame. It has minimal bandwidth increase but drastically improves latency and sliding.