
Subject: Config Issue and Reticle Oddness

Posted by [teardrinker](#) on Sat, 10 Sep 2011 16:00:07 GMT

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My graphics configuration settings must be modified each time I join a game. I cannot change my texture detail at all, neither lower nor raise it. Everything else seems to be changeable, I just have to do it every game! Tried every "AoA" to modify the config that I could but no luck (even modifying the sysinfo file in my documents).

Also, does anyone else notice the reticle acting strange when driving vehicles? I seem to get a short trail of the center dot, even when I have 60+ fps. I don't have v-sync enabled and there is no mouse lag. Also the way the dot shows that your LoS is blocked by an obstacle or terrain seems odd. I find the updating of the dot's position feels "jerky", not smooth. It also feels like the dot gets a little stuck on obstacles or other terrain, not allowing me to aim as accurately in those situations. Feels like vehicle turrets move slower too. Over all, with the dot trail and jerky dot movement my eyes feel so strained I can't play for too long.

Kinda feels like Im lagging even more now too. My ping is even lower than normal (60-100), yet EVERY time I have died while moving, I teleport back about 5 feet and a death animation is played. Seems like every single time. Everyone says they feel the complete opposite so I can't explain it.

But meh, still think tt is great, I just hope someone has insight or can relate to any of the problems Im having.

Subject: Re: Config Issue and Reticle Oddness

Posted by [EvilWhiteDragon](#) on Sat, 10 Sep 2011 17:42:43 GMT

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Although it would've probably been easier if you would've posted the different bugs in different topics, I think I can help with one issue.

Have you checked your sbbo settings and the nur settings? Because of TT's improved handling of the netcode, it is more important to have these settings correct. Setting it too high or too low will cause you to lag.

Subject: Re: Config Issue and Reticle Oddness

Posted by [teardrinker](#) on Sat, 10 Sep 2011 19:17:55 GMT

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Sorreh, tbh I figured it would be more considerate to post everything in one. But no I haven't thought about changing those settings, I figured all that would be automatic.

Thanks for the idea though, I'll give it a shot next time.

Subject: Re: Config Issue and Reticle Oddness
Posted by [StealthEye](#) on Sat, 10 Sep 2011 20:04:31 GMT
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Yes, the client is currently very (maybe too) sensitive to the right sbbo setting. It may help a lot to pick a sensible value for your connection.

I don't know exactly what you mean by the jerky dot. Can you perhaps record a video of that behavior?

As for the turrets feeling slower: before TT, the turret speed on the client would not match the real speed as defined by the game, nor the speed on the server. In TT, they should always move at the right pace, which is what you would previously only get in a single player LAN game.

Subject: Re: Config Issue and Reticle Oddness
Posted by [iRANian](#) on Sat, 10 Sep 2011 20:16:13 GMT
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I think he's referring to turrets on vehicles being 150% quicker to turn in earlier versions of scripts. These earlier versions of scripts broke the stock game's vehicle turret turn rate and scripts 4.0 fixes this issue with earlier versions of scripts and restores the stock game's vehicle turret turn rate.

Subject: Re: Config Issue and Reticle Oddness
Posted by [teardrinker](#) on Sun, 11 Sep 2011 15:24:46 GMT
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Ah so I'm not totally crazy, thanks guys.

I would fraps the reticle business, but tbh I think it's just an enhancement in the way the game calculates when your aim is blocked. Any minor changes in mouse position result in the dot moving around more than usual, making it harder to stay focus on where your aiming (when in a vehicle, especially APCs or hummers!). I'm not going cross-eyed anymore so it's ok.

Nor do I want to waste the TT people's time with the issue. Just hoped someone else would have a related story.

I appreciate the help though thanks.

Subject: Re: Config Issue and Reticle Oddness
Posted by [iRANian](#) on Sun, 11 Sep 2011 15:26:17 GMT
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Do you still have an issue with the textures? If so, what kind of card are you using?

Subject: Re: Config Issue and Reticle Oddness
Posted by [teardrinker](#) on Sun, 11 Sep 2011 15:43:54 GMT
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I am, I just can't seem to 1) Make the game save my config settings no matter which way I try to modify the config (wwconfig, in-game, modifying sysinfo.txtm etc).

And 2)It won't let me lower OR raise the texture detail.

My card is some crappy on-board Radeon Xpress 200 series. Only 64 MB. Again though, It's an issue I can deal with as I'm still getting 30-70 fps. It would just be nice to lower the texture detail for maps like "fjord" where I can like 10 fps :S

I dunno if the card is the issue though. I don't think the game is auto-detecting the best settings for me as the settings are my pre-tt patch default only with the geometry detail cranked up (with detail set to lowest, but still on medium/high detail).

Maybe if later on a way to manually save your graphics settings was added to the in-game menu it could help (like how you can for the controls) ?

Subject: Re: Config Issue and Reticle Oddness
Posted by [iRANian](#) on Sun, 11 Sep 2011 16:10:39 GMT
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Hmm, I'm having the same issues both in-game and with WWConfig.exe.

Subject: Re: Config Issue and Reticle Oddness
Posted by [EvilWhiteDragon](#) on Sun, 11 Sep 2011 16:13:52 GMT
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Tried running WWconfig in admin-mode? Or, if you have been running it in admin-mode, tried running it in user-mode?

Subject: Re: Config Issue and Reticle Oddness
Posted by [teardrinker](#) on Sun, 11 Sep 2011 16:18:56 GMT
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EvilWhiteDragon wrote on Sun, 11 September 2011 09:13Tried running WWconfig in admin-mode? Or, if you have been running it in admin-mode, tried running it in user-mode?

You mean run it in Windows admin mode right?

Im on XP and my account is the admin. Later on Ill add a basic user account and give it a run.

Subject: Re: Config Issue and Reticle Oddness
Posted by [EvilWhiteDragon](#) on Sun, 11 Sep 2011 16:22:33 GMT
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Hmm, on XP it should AFAIK not matter, but I'm sure one of the coders can confirm/deny that.

Subject: Re: Config Issue and Reticle Oddness
Posted by [StealthEye](#) on Sun, 11 Sep 2011 18:07:45 GMT
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On XP, if you are on an admin account, it should store the settings; you don't have to try a basic user account. It is only relevant for UAC on Windows Vista and 7.

I'm not sure about the config though; I don't know much about how wwconfig works or what the cause could be.
