

Nexuiz - Bug # 248: mg/bullet antilag not working?

Status:	Closed	Priority:	Normal
Author:	SourceForgeUser	Category:	
Created:	05/04/2009	Assigned to:	
Updated:	05/12/2009	Due date:	
Subject:	mg/bullet antilag not working?		
Description:	<p>I did the following setup to test mg/bullet antilag:</p> <p>I started a local server and connected with 2 clients (lets say Player A and B). Player B was using "cl_netlocalping 200".</p> <p>"g_antilag 2" and "g_antilag_bullets 1" were set.</p> <p>Player A was moving in a straight line and constant speed while Player B was following him, so that the relative speed was 0.</p> <p>It was very hard for Player B to hit, while Player A was moving. When Player A hits a wall so that his speed is 0, I can hit him again immediatly.</p> <p>Attached demo shows this more precise.</p>		

History

05/08/2009 03:35 AM - divVerent

Need more information on this. Probably related due to ping calculation being unreliable.

How does the Nex perform in comparison?

Can you verify by standing on a func_train instead of actually walking?

05/09/2009 06:59 AM - Red_Dragon

I was using a fast rotating platform (didn't know any map with a moving platform) this time (spacehampster).

Variables in use:

cl_netlocalping 200 // the mg-player

g_balance_uzi_sustained_spread 0

g_balance_uzi_sustained_refire 0.01-0.03

hitting was still very hard with mg using 0 spread and high refire, while nex and minstanex are hitting almost every time. I assume shotgun and rifle are behaving very similar (experiences from online games on US/AU server). Maybe this has something to do with ballistic hitscan weapons?

05/10/2009 07:20 AM - divVerent

Increase speed of ballistic bullets to verify.

And find out where you have to aim so you hit.

05/10/2009 09:14 AM - Red_Dragon

Hit rate much higher with high bullet speed, when directly following another player.

"cl_netlocalping 200" and "..._uzi_speed 50000" are ok

"cl_netlocalping 400" and "..._uzi_speed 100000" are ok too.

Crosshair can be slightly (maybe about one headsize) above the playermodel and mg still hits.

Feet and partially legs are not hitable.

Sideways moving targets (also if relative speed is 0) are still nearly impossible to hit.

05/12/2009 02:31 AM - divVerent

Found the issue you actually see.

Either: you apparently do not enable ballistic bullets correctly. You can see if they are ballistic by watching closely (toggle the cvar, you'll see the effect change).

Or: you are standing on moving platforms. Antilag depends on cl_movement working right, and if you are on a moving platforms, it does not, so the antilagging fails too. Try e.g. aiming at an enemy on a moving platform while standing on FIXED ground.

"Hit rate much higher with high bullet speed, when directly following another player.

"cl_netlocalping 200" and "..._uzi_speed 50000" are ok

"cl_netlocalping 400" and "..._uzi_speed 100000" are ok too."

This is clearly the placebo effect :P If antilagged bullets are on, all the "speed" does is setting how much gravity affects the bullet, i.e. how much you have to aim higher than normal. At a distance of 5000 it's about a player height for the MG. If you are following a player from closely behind, the difference is more like a finger length.

I think this is resolved - it's a duplicate of the "movement jerky on platforms" bug that can't be solved before player models are CSQC.

05/12/2009 02:33 AM - divVerent

- *Status changed from New to Closed*