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### INsane's Team Menu usage

Friday, 08 June 2012 02:01 | Written by INsane |  |  |  | Hits: 289

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## Introduction to the Version 11 Team Menu

The team menu is an option I offer in all my HUD's for dods and css to help adjust items "on the fly" without the need of knowing complex command settings. It is meant for temporary adjustments and on some clicks of a button will not remember the settings permanently.

Below tells you about this menu and the commands behind the buttons, novice and experienced users can use the menu to find out what the changes do.

This custom Team Menu is made from the standard file `dod/resorce/UI/teammenu.res`. It holds the most custom text in any of my files and is a bit of task to do or even understand let alone all the knowledge of the commands and what will work through this file and what will not. Certain commands are not possible, lucky for dods most are, CSS menus struggle with quite a few.

Most of the menu's buttons or titles above the buttons use tooltips to show what the commands are behind that button or set of buttons. In English only, sorry but VALVe have not got that to support other languages, however in the titles of the buttons or general titles I have tried to find items in [VALVe's language files](#) to match up with what that item does.

I have also tried to make these support the [sv\\_pure](#) server needs, that is to customize a file and still have 100% access to the custom file no matter what the server setting is, mostly all works out OK.

The file is 100% VAC OK, it will not get you banned or kicked. If someone has set the server to kick if the `teammenu.res` is used, tell me about them I will correct them. There is no way this file can be used in any sort of exploit ... you would have to be quite stupid to block it or kick clients that have it.

Even the highest setting on `sv_pure` (2) does not worry about HUD files, nor should a server admin.

**What are default settings?** When using the menu you will notice a lot of green buttons, these are colored green because they are the default setting, if you can't remember what it was always click the green one! Some sections like the netcode section have more than one green button, that's because there is no true default for netcode, it depends on a user's ISP connection, however if you pressed



other netcode options the three buttons take you back to what VALVe will set for the basic command set for your speed.

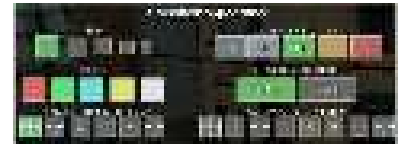
**Will the menu remember my settings?** Some buttons will and some will not, this is dependant on the game engine and your own files. If you have a autoexec.cfg or a userconfig.cfg it will default to those on very game start up. If you don't have one of those it is possible on some buttons will make a permanent change that will write to your config.cfg file, the file that remembers your preferences everyone has one of those. Those commands are marked below as...

(Will remember permanent in config.cfg) OR (Will NOT remember permanent in config.cfg).

### Crosshair Appearance (see line number 415-1674)

Why place the Crosshair controls here? I found it quicker than the main menu options selection, I adjust for the weapon I am using so I adjust a lot. You may be different. So I found it quicker to have them there, I also added some of the custom crosshairs, size, color, dynamic behaviour.

There is also another people forget about the zoom sensitivity for scoped weapons, sniper, bazooka.



Normal sv\_pure 0



sv\_pure 2 no custom X hairs show

#### Size... cl\_crosshair\_scale

(Will remember permanent in config.cfg)

Huge... cl\_crosshair\_scale 32 (default)

Large... cl\_crosshair\_scale 26

Medium... cl\_crosshair\_scale 20

Small... cl\_crosshair\_scale 14

Tiny... cl\_crosshair\_scale 9

#### Color... cl\_crosshair\_red XXX; cl\_crosshair\_green XXX; cl\_crosshair\_blue XXX

(Will remember permanent in config.cfg)

Red... cl\_crosshair\_red 255; cl\_crosshair\_green 0; cl\_crosshair\_blue 0

Green... cl\_crosshair\_red 0; cl\_crosshair\_green 255; cl\_crosshair\_blue 0

Lt Blue... cl\_crosshair\_red 0; cl\_crosshair\_green 255; cl\_crosshair\_blue 255

Yellow... cl\_crosshair\_red 255; cl\_crosshair\_green 255; cl\_crosshair\_blue 0

White... cl\_crosshair\_red 255; cl\_crosshair\_green 255; cl\_crosshair\_blue 255

#### VALVe X-Hairs sv\_pure 2 OK... cl\_crosshair\_file (from left to right)

(Will remember permanent in config.cfg)

Type 1... cl\_crosshair\_file crosshair1

Type 2... cl\_crosshair\_file crosshair2

Type 3... cl\_crosshair\_file crosshair3

Type 4... cl\_crosshair\_file crosshair4

Type 5... cl\_crosshair\_file crosshair5

Type 6... cl\_crosshair\_file crosshair6

### Custom X-Hairs sv\_pure 0... cl\_crosshair\_file (from left to right)

(Will remember permanent in config.cfg)

Complex... cl\_crosshair\_file Complex

Fade Rifle... cl\_crosshair\_file Fade Rifle

Fade SMG... cl\_crosshair\_file Fade SMG

Light X... cl\_crosshair\_file Light X

MG42... cl\_crosshair\_file MG42

Stubbie... cl\_crosshair\_file Stubbie

Wide Cross... cl\_crosshair\_file Wide Cross

zeep\_cross... cl\_crosshair\_file zeep\_cross

### zoom\_sensitivity\_ratio... (Scope weapons ONLY... Your mouse movements get slower and faster while scoped)

(Will NOT remember permanent in config.cfg)

-3... zoom\_sensitivity\_ratio 0.3

-6... zoom\_sensitivity\_ratio 0.6

DEF... zoom\_sensitivity\_ratio 1 (default)

3... zoom\_sensitivity\_ratio 3

6... zoom\_sensitivity\_ratio 6

### cl\_dynamic\_crosshair... - Turn on and off the dynamic action of the crosshairs

(Will remember permanent in config.cfg)

ON... cl\_dynamic\_crosshair 1 (default)

OFF... cl\_dynamic\_crosshair 0

### Communication (see line number 1675-2053)

**Microphone Volume... voice\_scale - Turn off, (mute) or reduce others voice chat volume. (Good for noisy all talk servers)**

(Will remember permanent in config.cfg)

Off... voice\_scale 0

30%... voice\_scale 0.3



60%... voice\_scale 0.6

DEF... voice\_scale 1 (default and 100%)

(Will **NOT** remember permanent in config.cfg)

**Chat Message... hud\_saytext\_time - Turn off, or reduce the time the chat messages display.**

Off... hud\_saytext\_time 0

3sec... hud\_saytext\_time 3

8sec... hud\_saytext\_time 8

DEF... hud\_saytext\_time 12 (default and displays for 12 seconds)

### Show Scores - Kills and Deaths controls (see line number 2055- 2604)

Kills and Deaths display time, adjust background transparency and Icon size.

**Time... hud\_deathnotice\_time - Turn off, or reduce the time the Kills and Deaths display.**

(Will remember permanent in config.cfg)

Off... hud\_deathnotice\_time 0

0.5s... hud\_deathnotice\_time 0.5

4sec... hud\_deathnotice\_time 4

DEF... hud\_deathnotice\_time 6 (default and displays for 6 seconds)

**Translucent... cl\_deathicon\_bg\_alpha - Turn off, or reduce the Kills and Deaths background transparency.**

(Will remember permanent in config.cfg)

Off... cl\_deathicon\_bg\_alpha 0 (no background will show)

20%... cl\_deathicon\_bg\_alpha 0.2

60%... cl\_deathicon\_bg\_alpha 0.6

DEF... cl\_deathicon\_bg\_alpha 1 (default and is a solid background or the HUD default)

**Size... cl\_deathicon\_height AND cl\_deathicon\_width - Turn off, or reduce the Kills and Deaths Icon size.**

(Will remember permanent in config.cfg)

Off... cl\_deathicon\_height 0; cl\_deathicon\_width 0

20%... cl\_deathicon\_height 9; cl\_deathicon\_width 25

60%... cl\_deathicon\_height 12; cl\_deathicon\_width 38



DEF... cl\_deathicon\_height 16; cl\_deathicon\_width 54 (default and is large)

## Overview Minimap Controls (see line number 2605 - 3164)

[Also see here for CVAR information](#)

**Show Names... overview\_names - Show the players name on the minimap.**

(Will remember permanent in config.cfg)

Disable... overview\_names 0 (default)

Enable... overview\_names 1

**Show Health... overview\_names - Show the players Health on the minimap.**

(Will remember permanent in config.cfg)

Enable... overview\_health 1 (default)

Disable... overview\_health 0

**Show Tracks... overview\_tracks - Show the players track on the minimap.**

(Will remember permanent in config.cfg)

Enable... overview\_tracks 1 (default)

Disable... overview\_tracks 0

**No Rotation... overview\_locked - Lock or unlock the map rotation.**

(Will remember permanent in config.cfg)

Disable... overview\_locked 0 (default)

Enable... overview\_locked 1

**Translucent... overview\_alpha - Translucent setting for the map background.**

(Will remember permanent in config.cfg)

5%... overview\_alpha 0.05 (very see through background will show)

30%... overview\_alpha 0.3

70%... overview\_alpha 0.7

DEF... overview\_alpha 1 (default and is a 100% solid background)



## Video (see line number 3165 - 3348)

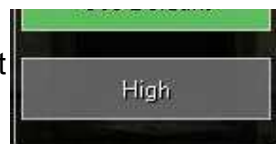
(Will NOT remember permanent in config.cfg)

With the three buttons here I have selected some graphic settings to give lower spec PC's a FPS boost. Note that it is not a full set only the ones you can, "apply on the fly". There is also a default set and a ESL and DBlocker Safe, just in case





a server admin has placed in some blocks to the cvars. There are many commands per press of each button, you may see the screen flicker or stall, most PC's should handle it. Expect around 20 - 60 FPS gain depending on the server settings, your PC equipment and your ISP speed.



**The High FPS and low quality one does have quite a few less other people add, in tests those give little FPS increase but affected quality quite a lot, I have left those out for good reason. Please don't write to me about this unless you tested, I did and found most other peoples 1337 config's to be absolute crap.**

Also don't forget, one of the highest gains for slow PC's is to turn off dynamic lighting, set in your cfg files, (mat\_hdr\_enabled 0) or Options, Video, Advanced.

Here are the commands for each set...

Code:

```
//ESL DBlocker Safe - FASTER FPS ESL and DBlocker safe CVARS
"r_lod 2; r_staticprop_lod 3; r_3dsky 0; r_occlusion 0; r_dynamic 0; r_worldlights

// Use Defaults - SLOWER DEFAULT FPS RESTORE THE VALVE CVAR DEFAULT FOR QUALITY COMM
"r_lod -1 ; r_staticprop_lod -1; r_3dsky 1; r_occlusion 1; r_dynamic 1; r_worldligh

//High - HIGH FPS POOR QUALITY
"r_lod 2; r_staticprop_lod 3; r_3dsky 0; r_occlusion 0; r_dynamic 0; r_worldlights
```

### net\_graph (see line number 3349 - 3838)

Also see [here for more information](#).

**cl\_showfps...** - Show the green simple FPS at the top of the screen.



(Will NOT remember permanent in config.cfg)

Off... cl\_showfps 0 (default)

ON... cl\_showfps 1

**net\_graph...** - Show the net graph or select type.

(Will remember permanent in config.cfg)

Off... net\_graph 0 (default)

net\_graph 1... net\_graph 1

net\_graph 3... net\_graph 3

**The L < C < R ^ Buttons** - net\_graphheight and net\_graphpos commands on each button.

(Will remember permanent in config.cfg)

This are positional buttons for the netgraph, in height and left to right.

### SourceMod (see line number 3839 - 4114)

These are client commands for the server plug-in SourceMod



The commands do not go in any VALVe config file.



[You can read about these on the SorceMod site.](#)

The commands deal with the main mod only and not all servers have all these enabled.

## Settings (see line number 4115 - 4565)

**Film Grain - `cl_enableddeathfilmgrain` `cl_enableddeatheffects` 1  
`cl_enablespectatoreffects` 1 Turns OFF and ON Film Grain effect**

(Will remember permanent in config.cfg)

Enable... `cl_enableddeathfilmgrain` 1; `cl_enableddeatheffects` 1;  
`cl_enablespectatoreffects` 1 (default)

Disable... `cl_enableddeathfilmgrain` 0; `cl_enableddeatheffects` 0;  
`cl_enablespectatoreffects` 0 (recomended)

**`dod_playwinmusic` - Turns OFF and ON Music for a round win.**

(Will remember permanent in config.cfg)

Enable... `dod_playwinmusic` 1 (default)

Disable... `dod_playwinmusic` 0 (recomended)

**`dod_playrivalrysounds` - Turns OFF and ON the rival sound effect.**

(Will remember permanent in config.cfg)

Enable... `dod_playrivalrysounds` 1 (default)

Disable... `dod_playrivalrysounds` 0 (recomended)

**Spray Logo - Turn on and off Sprays.**

(Will remember permanent in config.cfg)

Enable... `cl_playerspraydisable` 0 (default)

Disable... `cl_playerspraydisable` 1

**`dod_playachievementsound` - Turns OFF and ON Achievement sound effect.**

(Will remember permanent in config.cfg)

Enable... `dod_playachievementsound` 1 (default)

Disable... `dod_playachievementsound` 0 (recomended)

**Spam Clan Address - a say command linked to a button**

Use this button to put in your favorite server or spam message. It defaults to my website message...if they ask about my HUD, press the button...

"say Visit dodbits.com for a custom HUD" Just change the message after the "say" part, find on line 5472.





## Netcode (see line number 4566 - 5570)

(Will remember some commands permanent in config.cfg) Advise you also use a autoexec.cfg to store your netcode but not required.

This used to be a simple set of buttons for servers of a 33 tick, 66 tick, 100 tick server, in version 11 it is now more complex...after a lot of research.

The buttons are color coded for a reason, Green are VALVe defaults and Gold are choices favored for those that play on top servers, local LAN... competitive play rates. The only difference between gold and green is one command `cl_interp_ratio`. **Green is the default `cl_interp_ratio 2` and Gold is `cl_interp_ratio 1`.** Proper use of these may improve your hit registration (gold buttons)...IF you are on a good server, but the gold buttons may also produce jerky play.

### Basic use.

1. Select a ISP speed (test using netgraph and watch for lag/jerky play)
2. Try the Gold button beside each speed if the main ones are not working for you, it adjusts `cl_interp_ratio` to "1"
3. Move on to the "Lerp" buttons (see Lerp note below) if you like. Watch the lerp indicator for color and choppy play.
4. You will notice two buttons for `cl_smooth`, these are optional. (see cl\_smooth note below)
5. If you like what you have, press the report button and open the console and see a report on what you now have.



**Lerp Note:** you will notice your lerp indicator drops to lower amounts while using buttons 10, 15, 20 and 30 if you selected the **Gold** buttons as your main speed choice, (all have `cl_interp_ratio 1` instead of 2). The engine recalculates this and is normal, `cl_interp_ratio 1` will normally give you a lower "lerp" reading. `cl_interp_ratio 2` will limit the actual amount ... use the report button function to check and you will find a 10ms choice has been limited to `cl_interp 0.030000`. All this means for this menu if you are wanting to get to the 15-30 ms lerp range use the **"Gold"** buttons for your speed choice!

**clsmooth note:** Some believe turning `cl_smooth 0` (off) helps hit reg, I cannot see a lot of difference and prefer not to have the, (sometimes) jittery video, but like the lerp buttons between 80-40 they are there if you want them.

### Why this was built and some Netcode information.

The netcode for orangebox games is often clouded with mystery and misery, incorrect values and misunderstandings are common.

Its prime task is to adjust on the fly... no more no less.

So... Netcode is a matter for each client to set the best for your connection. The ISP speed AND the server speed you connect to keep changing even after you join in some cases.

Steam has defaults that you find in your config files, Steam cloud files and even your windows registry holds the "rate" setting. You can fine tune this after you understand how they work, don't forget... someone else's rates will almost never suit you. Reading and understanding Orangebox Netcode takes a while, start with the [Orangebox netgraph here](#). Don't use old guides, they are not the same engine and commands are not the same now.

Use this menu to do two things...

1. Find a set of commands that are the happy medium of your ISP speed and connecting to a very good and a moderate or bad server. When you are happy, press the **NETCODE Report (console)** button, after pressing look in the console and you have a report of the CVAR's you need to put in a [autoexec.cfg and install in your game directory](#), (dod/cfg). [See my guide as well](#), if you installed the game menu with scripts option in my release, you already have one! Go to dod\cfg and find it.

2. To fine tune your settings if you hit a bad server, you can select lower settings just for that server. You can also raise them.

You will notice the ISP speed buttons have two colors, these are the same as the button next to it but one command is changed cl\_interp\_ratio. The green ones have cl\_interp\_ratio 2 (default) and the Gold have cl\_interp\_ratio 1.

The ISP speed buttons.

### Fast 10M (Green)

"VERY Fast ISP, LAN and Game Server Connection. rate 50000; cl\_cmdrate 66; cl\_updaterate 66; cl\_interp\_ratio 2"

### Fast 10M (Gold)

"VERY Fast ISP, LAN and Game Server Connection. rate 50000; cl\_cmdrate 66; cl\_updaterate 66; cl\_interp\_ratio 1"

### Cable DSL 2M (Green)

"VERY Fast ISP, LAN and Game Server Connection. rate 30000; cl\_cmdrate 66; cl\_updaterate 66; cl\_interp\_ratio 2"

### Cable DSL 2M (Gold)

"VERY Fast ISP, LAN and Game Server Connection. rate 30000; cl\_cmdrate 66; cl\_updaterate 66; cl\_interp\_ratio 1"

### DSL 768k (Green)

"Fast ISP and Game Server Connection. rate 9999; cl\_cmdrate 30; cl\_updaterate 20; cl\_interp\_ratio 2"

### DSL 768k (Gold)

"Fast ISP and Game Server Connection. rate 9999; cl\_cmdrate 30; cl\_updaterate 20; cl\_interp\_ratio 1"

### DSL 256k (Green)

"Slow ISP and Game Server Connection. rate 7500; cl\_cmdrate 30; cl\_updaterate 20; cl\_interp\_ratio 2"

### DSL 256k (Gold)

"Slow ISP and Game Server Connection. rate 7500; cl\_cmdrate 30; cl\_updaterate 20; **cl\_interp\_ratio 1**"

### 56K/ISDN (Green)

"Slow ISP and Game Server Connection. rate 5000; cl\_cmdrate 30; cl\_updaterate 20; **cl\_interp\_ratio 2**"

### 56K/ISDN (Gold)

"Slow ISP and Game Server Connection. rate 5000; cl\_cmdrate 30; cl\_updaterate 20; **cl\_interp\_ratio 1**"

### The "lerp" buttons 0 - 100.

The next set of smaller buttons numbered 0 - 100 are for "lerp" or cl\_interp, fine tuning. Look at the netgraph, the lerp part. Default is 100ms, these adjust that down to 0, this lower end is where you may get some jerky play...or you find you hit registration has improved.

Some believe the 0 setting cl\_interp 0, is the only setting you need... listen to them sure but remember that these guys always seem to have Fiber connections, play on a server close to them or on LAN's.

I have needed up to cl\_interp 100 lots of times in dods because of bad servers. The ones most people playing on pubs will use are 0, (rarely in a pub) 15, 30 and the default 100. Some of the "best rates" people put up are a "theoretically best set", when you try them you find your screen is that jerky that your true game experience is terrible.

The Lerp indicator, it is OK for a guide but I still trust my gameplay for how well my rates are a set.

Here is a guide to colors of the lerp indicator, as a general guide only...

**Yellow = Considered bad and associated with jerky play and hit reg could be off**

**Orange = OK for hit reg but could be associated with jerky pay**

**White = OK and smooth but you may find hit registration is off**

It is dependant on too many things to set hard and fast rules here, if you find you are playing OK while the lerp is yellow...well, leave it then, just use the buttons to see if you can find a group of settings that you find work OK.

### The cl\_smooth buttons.

These may help some players aim if set to "0" but I would not use on bad servers. When set to the default 1 it smooths client-side prediction errors for your view. On the non default 0 setting it shows the actual movement and that can get jerky, jittery may be a better word. Anyway it will not look smooth on a bad server and may piss you off a little. No issue, press the green button cl\_smooth 1 then and enable the engine to smooth your video view :)

### Report Button.

Reports to console your current choice of...

**rate, cl\_cmdrate, cl\_updaterate, cl\_interp\_ratio, cl\_interp and cl\_smooth.**

### A WARNING...

A word of warning... don't listen to others when they say "use these settings". Read the "How the various networking ConVars work" section on this page, **use the menu and make up your own mind.**

One page that also has some advice is the [tips section](#) of the Source Multiplayer Networking page on VALVe's wiki.

### Tips from VALVe...

- **Don't change console settings unless you are 100% sure what you are doing.** Most "high-performance" setting cause exactly the opposite effect, if the server or network can't handle the load.
  - **Don't turn off view [interpolation](#) and/or [lag compensation](#).** It will not improve movement or shooting precision.
  - **Optimized setting for one client may not work for other clients.** Do not just use settings from other clients without verifying them for your system.
  - **If you follow a player in "First-Person" as a spectator in a game or SourceTV, you don't exactly see what the player sees.** Spectators see the game world without lag compensation.
- 
- Another source of information is a [post by a HPE rep in the steam forums](#) with quotes from a VALVe engineer. They also [recommend another thread as a guide](#), it is a good place to start reading and for gods sake... look at the reputation of the person doing the writing...always.

**And for gods sake test! Believe your own eyes not someone else's opinion...** even mine :)

### Updates since first release.

I have now adjusted a few settings after the first release to get more range for slower servers, cl\_cmdrate and cl\_updaterate did have a top of 100. 100 was there because there are still 100 tick server [mods](#) for the 66 tick max' for vanilla orangebox ... these are rare and not many people will use 100 now so it is gone.

By the way, it does not hurt to have more, a unmodified orangebox server will clamp to 66 anyway ... so what's all the fuss! Its the same with "rate" by the way, the server config will clamp it .... does not harm to have more... IF you are shooting for max' speed connection! But try telling that to the Counter-Strike Source community, I guess TF2 and DoD:S have had this longer and CSS are still living in pre July 2010 netcode.

### I will leave you with this question. Ponder this and think very hard about it.

Someone shows you a set of rates "used by a pro" and says... "These are the ultimate rates, everyone use these". You need to question a statement like that...

1. The rates posted are for the highest grade server more than likely on a local LAN at a \$20,000 competition event.
2. The PC it is running on is more than likely 4 times the PC you are reading from now, no antivirus running, services turned off to minimum.
3. There are probably only 12 players connected to the server.

So how can your piss weak 2 year old PC with anti-virus, sitting on a slow DSL line with little bro' downloading gay porn, connected to a budget 20c a slot clan server halfway across the world with 32 players on it running all kinds of plug-ins and shitty server settings... have the same power and bandwidth to process all the information required to ensure your "hit reg" is always at optimum levels "like the pro uses" ?

Sorry, it can't, you need to adjust for shitty servers sometimes, there are no magic rates that work for all setups at all times.

Ask a pro what rates they use at the LAN comp'. Then ask what they use on pub server.

I liked [J3di's 2010 article here](#) where he talks about rates, answers a lot of questions and if you search all of what he says, find the post around 3/4 of the way down...

*Lets make clear what was said:*

*" To get set up for a competitive game of CSS I recommend playing with at least 100fps, do not cap your fps!*

*Then use the following cvar settings (leave all other net cvars at defaults):*

*rate 30000 // More than enough*

*cl\_cmdrate 66*

*cl\_updaterate 66*

*cl\_interp\_ratio 1*

*cl\_interp 0*

*cl\_smooth 0 "*

*So if you are a competitive gamer then those are the settings you would want to use.*

*Notice I did not say "cl\_interp 0 was best".*

*The article:*

*"the indicator will turn orange if the user or server has tuned the ConVars such that the interpolation amount is less than 2 / updatarate. This indicates that if there is any packet loss (or possibly choke if the choke is occurring for long periods of time due to large packets being sent over a low bandwidth rate setting) that the player will likely see sluggishness in the game."*

*So with my settings it turns orange, ok. IF THERE IS ANY PACKET LOSS (...huge choke) THAT PLAYER WILL LIKELY SEE SLUGGISHNESS.*

*If you are a competitive gamer you want the best reaction time (yet keeping position) accuracy over a little 'sluggish' animations. These settings give you that.*

Then later he said...

*You want an online server with good routing and what can manage an fps above the tickrate.*

*LAN is usually very good since if no one's abusing the connection you will likely get next to no packet loss and a low latency.*

Also, around 70% of the way down the page one person asks a very good question...

*(question Jehan)"..If using cl\_interp 0 results in a yellow indicator, then isn't that bad?"*

*(answer J3di) "Well I think you should probably change server?"*

*It should be orange like a box."*

Makes perfect sense to me. Sometimes you need to adjust cl\_interp "lerp". My menu can set your basic speed first and adjust lerp from 10 ms - 100 ms. [Those that say my menu does not work... test it before you fault it, don't quote some nitwit's great config from 2006, the netcode changed in July 2010, anything written before that is now too old.](#)

## Map Information (see line number 55 - 103)

This area is the standard dods map info, it is a large area and if you want the space you can disable the whole area.



Just place in "0" in "enabled" and "visible" all the sections that show this...

"MapInfoBack"

"MapInfo"

"MapInfoHTML"

[Adjusting or adding your own button](#) The menu can be adjusted easily via a text editor. I would advise using [NotePad++](#), the sections above mention line numbers, if you are editing the menus each section will have a guide to the where to find the lines of code.

## Add comment

Website

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