

Airplane Positioning Accuracy Test

We recorded Tackview tracks of two online players, so that we can see positioning of each plane from both IL-2 clients (<https://cloud.mail.ru/public/49YA/59GAKWNRi>). The time scale is marked every 0,25 s, and there is a shift of 0,05 s between the two scales. In the table you see the coordinates of one of the players when he was flying straight and then when Tackview registered 8,1 G overload. (<https://cloud.mail.ru/public/56JY/5BgB566fa>) In both cases, the second player saw the plane of the first player at the distance of 15 m from the point where the first player saw himself at the same moment of time.

Thus, the plane positioning accuracy is approximately equal to the length of the plane. And there were only few players on the server at that time. What happens if the server is really loaded? Off course, it gets much worse. Especially if there is packet loss and master-server corrects the plane positioning. Sometimes two players see two different worlds. Like one player saw himself ramming the enemy's plane and the other (the enemy) saw the two planes passing each other at some distance.