First server clock tick, get local time,set server\_timeSinceOrgin and local\_timeSinceOrigin.

local\_timeSinceOrigin gets updated at every frame by:

Checking how much local clock time has passed since last frame,

Adding THAT times the scalingFactor to get local\_timeSinceOrigin.

Adjust scalingFactor every server clock tick based on the DIFFERENCE (local\_timeSinceOrgin and server\_timeSinceOrigin). We want to make up this difference over a period of 10 seconds.

Thus, each time we get a Frame tick to update the local\_timeSinceOrgin, we calculate the ration of the time since last frame to ten seconds, and add that portion of the error factor to computed time since last click to get the local\_timeSinceOrgin.

Variables:

serverTimeSinceOrigin –

localAccumulatedTimeSinceOrigin – with all error factoring taken in to account

localLastClockTime – the actual clock value when the last localAccumulatedTimeSinceOrigin was calculated

last\_deltaTime // between serverTimeSinceOrigin and localTimeSinceOrigin at the last serverTick

time={

serverOrigin:

serverSinceOrigin:

localLastClock:

localAccumulatedSinceOrigin

deltaTime:

}