

---

Subject: Re: [BlackIntel] Wall lag fix!

Posted by [EvilWhiteDragon](#) on Sat, 19 Aug 2006 11:02:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

idjit626 wrote on Sat, 19 August 2006 10:44I think the sniper thing is just plain lag. I bileave what he means when is, when a sniper is using the scope and walking they swith, or "jiggle", back and forth frome there current position, and there old one every frame or so. I think they have to be crouched too?

It is definatively some sort of lag, but this is too, this might even fix that issue too, but I don't know. You can try it out if you want to

Quote:

Mabe add somthing to the EXE making C.P.O Servers (Core Patch Only). Not renguard I dont like renguard...

Servers you can play in if you have corepatch and they could release the fixes you are makin along with some other stuff to! Possible the ability to change falling speeds making parichutes possible?

Why ? I meana most servers have CP2 and why only allow players that have CP2 too ? You could do it though , if you change a bit to the maphash then they will me on the same listing but only CP(3?) users could join. But therefore you could also copy all maps, place some extra char in the name and do the same for all CP users and then you could (as CP user) use both CP servers and non CP servers.

About the parachutes, thats possible now too, you just have to make them in scripts.dll and you can parachute on a server.

Quote:

You should do this like Rock Patch for RA2, or ETS (extended Tiberian Sun).

I think that would scatter the community even more.

---