
Subject: [BlackIntel] Wall lag fix v2 and turret fix (BETA)!

Posted by [EvilWhiteDragon](#) on Mon, 21 Aug 2006 20:02:01 GMT

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As you might know we made a couple of fixes for both the wall lag and the turret lag. the wall lag fix had a really large downside, as you could only play on servers running the same fix. Now we improved it so that you can use the client with every server you like. For the patch to work properly you'll need to be on a fixed server, which during beta phase, will only be the BlackIntel servers. After that you can make a wall lag fixed server too. Read more about it [here](#). The turret lag fix is clientside so that will work on every server. Read more about this [here](#).

You can download the file [here](http://blackintel.igotfree.com/index.php?page=downloads):

Edit:

Sorry for the double post, the connection timed out so I presumed it wasn't posted
