Subject: Re: PlayerDataClass
Posted by cAmpa on Tue, 15 Jun 2010 16:34:31 GMT

StealthEye wrote on Tue, 15 June 2010 18:24If you can figure out exactly what causes the inconsistencies, I may be able to fix it. But without that, I am estimating it will take too much time.

All what i know is, the client doesn't send the information what got exactly got hit, only the damage. RR for example sends it about the RR netcode now.