
Subject: Re: 4.0 client on non 4.0 server hit registration
Posted by [iRANian](#) on Thu, 27 Oct 2011 20:14:49 GMT

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Is this on Jelly Marathon? I've noticed infantry warping back and forth really quickly on that server (which causes half of my shots to miss, even on straight walking infantry), but this happened before 4.0 as well.
