Subject: Re: C4 Glitch
Posted by StealthEye on Fri, 08 Jun 2012 15:01:33 GMT

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Both server and client contain fixes for this. There are multiple causes (at least three: netcode inaccuracy, physics error, model error). It will be fixed in some cases with only a 4.0 client, but it takes both server and client to run TT to be fixed in all situations (at least all that I'm aware of).