Subject: Walking with the scope
Posted by Crimson on Mon, 22 Sep 2003 16:55:47 GMT
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It's a problem with Renegade itself. It almost seems like your client thinks the guy is supposed to run, and the server says he walks... they just disagree on the speed and it creates that effect. If you host non-dedicated, the snipers don't shake which is a huge advantage for hosts.