Subject: Projectile tracers invisible
Posted by Neijwiert on Mon, 27 Jul 2015 10:35:12 GMT

For some reason since 4.2 I'm having an awefull lot of problems with seeing projectile tracers. It's like the client and server are out of sync. The client doesn't even see the tracer, but you still receive damage.

For example: You walk around and all of the sudden you start getting damaged, but you don't hear any sound or get the damage animation/red circle and then you see a stank revealed somewhere. You then notice it was shooting at you but you don't see any bullets flying around.

I will try and get some footage with this to make it more clear in what i mean.