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Subject: Re: Projectile tracers invisible

Posted by [Jerad2142](#) on Thu, 17 Sep 2015 19:11:01 GMT

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ehhh wrote on Sun, 13 September 2015 20:37so is this just a server side fix?

been happening when we do 2v2s

especially with medium tanks

Yeah server side fix, it'll be out with the next release of 4.2. I also added some code that syncs the player's code with other players occasionally, which should reduce how often you see other players run out of ammo on your end when they actually have ammo on theirs.

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