Subject: cl\_interp 0? Posted by Aircraftkiller on Tue, 08 Feb 2005 16:46:43 GMT View Forum Message <> Reply to Message

The flicker effect with the n00b cannon "snipers" is because of a conflict between client and server code for scope mode. Client thinks they're walking, server thinks they're running. End result is seeing both happen at once.

Page 1 of 1 ---- Generated from Command and Conquer: Renegade Official Forums