
Subject: Re: [BlackIntel] Wall lag fix!
Posted by [StealthEye](#) on Fri, 18 Aug 2006 10:34:06 GMT
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If I will fix the slow turrets bug I will release it separate from this, yes... As that will probably not be incompatible with the normal servers. The only problem then is renguard which will again notice the changes to game2.exe and will not allow those...
(If that is what you asked, as your question wasn't really clear to me)
