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Subject: Re: [BlackIntel] Wall lag fix!

Posted by [EvilWhiteDragon](#) on Fri, 18 Aug 2006 18:53:01 GMT

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by removing a fuction that rounded your position, and that way the client thinks you moved in the wall (that's what is being told by the server, thanks to the rounding) where you cannot move, and the server knows you're not in the wall solet you move on a bit thats why you are shocking against walls instead of normal sliding. We changed it so that the position data isn't rounded anymore, and thus the server wont tell the client that you are a little bit in the wall.

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