Subject: Re: [BlackIntel] Turret lag fix!
Posted by EvilWhiteDragon on Sat, 19 Aug 2006 16:12:12 GMT
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Unfortunately we cannot make this in bhs.dll that's something John Wil needs to do, as we don't have the bhs source code. Neither can we decide wheter or not it will be in CP3 since we don't have any control about that.