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Subject: Re: [BlackIntel] Wall lag fix v2 and turret fix (BETA)!

Posted by [StealthEye](#) on Wed, 23 Aug 2006 22:37:17 GMT

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Some more testing would be nice indeed, I think it's pretty stable though, as it's not more tricky to support players with the fix than those without (actually it's visa versa )

I'm also interested with client crashes/weird behaviour using a patched client joining non-patched servers.

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