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Subject: Re: How 2 make COOP bots not lag shoot?  
Posted by [StealthEye](#) on Wed, 30 Aug 2006 07:02:26 GMT  
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It sounds like a typical case of turret "lag" to me... You would need only the client for it to make a difference. However I'm not sure whether it works for soldier too. It should definitely work for vehicles.

Maybe, because the bots are handled on the server you would need some kind of server side turret lag fix. If you could give me some example code I could take a look into it sometime...

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