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Subject: Re: O.o red hell

Posted by [StealthEye](#) on Mon, 21 May 2007 20:05:39 GMT

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Quote:'Blue hell' is a glitch caused by latency in which the collisions box of the player/vehicle collides with another. One of the players is killed and respawn instantly, the other gets this glitch. The selection of who dies or not is random. However this doesn't always happen if collision boxes overlap, when you teleport into another vehicle/character this will not happen. I'm still looking for a way to reproduce this problem and maybe then I can fix it. If you know how to reproduce this (or what collision boxes and latency have to do with this) then I would like to know

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