
Subject: Re: Recommended Fixes
Posted by [jnz](#) on Sat, 28 Jun 2008 19:25:13 GMT
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The only way to fix that is make building damage client side.
EDIT: Without major changes to the netcode, it happens because the server thinks you are in or aiming at a different place.

Go on hourglass and try and hit Nod's base by wallhugging at the top of the hill.
