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Subject: Re: sticking to walls

Posted by [Goztow](#) on Fri, 05 Sep 2008 06:25:27 GMT

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The sticking to the wall caused by a code problem has been solved a long time ago. BI released its fix for that and it was then imported in scripts.

The getting stuck to walls because of lag can never be solved. Ren's netcode is just horrible.

Getting the "tank bug", where your tank seems to lag forward, which gets solved when you go out of it and back in, will be solved in TT.

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