

---

Subject: Re: Drive Over

Posted by [jnz](#) on Sat, 13 Sep 2008 15:27:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Ghostshaw wrote on Sat, 13 September 2008 16:06Thats a netcode problem. Its not just with dead bodies, pushing anything lags 50% of the time.

I hardly know how it actually works, but I thought this was because the server is behind the client, when it should be slightly in front. At least, if it was, the object would die/move before the client gets to it (~1ms) so it would be smooth.

---