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Subject: Re: Drive Over

Posted by [StealthEye](#) on Sun, 14 Sep 2008 11:10:23 GMT

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The reason it happens is that the server did not send that the soldier is dead yet. Until that message is received, the soldier will be alive and collidable on the client. Attaching a script doesn't change anything to that, because the effect of the script will need to be sent too, which also takes time. Attaching on the server is no use.

Scripts should not be attached on the client. If anything, the collisions could be disabled on the client, but that could cause some weird issues too. There is no way we can fix it without having any weird effects, so imo it's best to just keep it as it is. imo it's not a big problem anyway.

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