Subject: Re: sticking to walls
Posted by Jerad2142 on Thu, 18 Sep 2008 13:44:49 GMT

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Goztow wrote on Fri, 05 September 2008 00:25The 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.
Getting out and then back in works too...