Subject: Re: Another vehicle glitch Posted by Jerad2142 on Thu, 09 Oct 2008 15:38:12 GMT View Forum Message <> Reply to Message

Correct, renegade creates the vehicle at 0,0,0 by default and then almost instantly moves it to the car marker, but under the right conditions of lag the vehicle will sit there on the client long enough for the player to identify what it is.

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