
Subject: Re: Turret Glitch

Posted by [StealthEye](#) on Thu, 04 Jun 2009 11:14:59 GMT

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At least one reason for the repair beam thing is fixed, I can not 100% confirm that there are no other possible reasons, but it is most likely fixed or will happen much less frequently.

The other thing (skidding) has not been explicitly fixed but may have been fixed as side effect of somewhat related netcode changes. For some reason no updates are being sent but from the netcode it *seems* that there should always be updates. I have briefly investigated it a while back, and it seemed less easy to fix than it sounded. I can't promise anything here.
