Subject: Re: Details of some of the features in 4.0
Posted by StealthEye on Thu, 01 Oct 2009 19:53:20 GMT

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I think the deadzones were mentioned before: they are fixed. They are not special zones, it's just that the netcode was unable to send target points that are (far) below the player's position.

About LFDS support: it requires us making all hooks compatible, do additional testing, fetch the correct addresses and place them at the right places, etc. It's a lot of work, and it's mostly useless because the amount of active linux servers is really low...