Subject: Re: Details of some of the features in 4.0
Posted by Homey on Wed, 07 Oct 2009 05:47:13 GMT
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jonwil, I have no idea if anyone else has brought this up before. But is there something in scripts 3.4.4 that causes more warp? Really I only notice it when someone is free falling or jumping. Their movement pattern is not smooth. For example if someone is up high in an orca and dies, they sort of warp spot to spot til they hit the ground. This doesn't happen in 2.9.2 or previous versions what so ever. If I get a chance I'll take a video of this if you don't know what I mean.