

---

Subject: Re: Introducing Tiberian Technologies!  
Posted by [Ethenal](#) on Tue, 18 May 2010 20:36:01 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

StealthEye wrote on Thu, 17 December 2009 05:07 For those interested: it seems to be an issue similar to the "wall lag fix" distributed by BI quite some time ago: the C4 position is rounded when sent through the netcode and can therefore end up in a wall on the client. Like wall lag, the issue does not exist in a client-hosted game such as a 1 player nondedicated LAN game, because the netcode is not needed and positions are not rounded. Obviously an older post, but if SEye doesn't see it, hopefully someone else knowledgeable will: is that particular issue the reason why bots move perfectly normal in singleplayer but move very erratically in a co-op or similar server?

---