
Subject: Re: Wall fix can be rather intrusive

Posted by [Jerad2142](#) on Sun, 11 Sep 2011 20:01:32 GMT

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danpaul88 wrote on Sun, 11 September 2011 13:59No, its the thing that allows players to use PTs from outside the back of the barracks for example. If we fix this thing *properly* then the ability to use a PT from outside a building would be 'fixed' (ie: you can't use it anymore) which makes some players go into a rene-rage because they can't play without such exploits. Ah that bug, but if you fixed the server code that was causing the offsets of objects to be wrong client side they shouldn't be able to target though walls any more... because the pt's would be in the correct spots.
