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Subject: Re: Wall fix can be rather intrusive

Posted by [Jerad2142](#) on Sun, 11 Sep 2011 20:11:47 GMT

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danpaul88 wrote on Sun, 11 September 2011 14:05 Indeed, but its deliberately NOT fixed like it should be because players rene-rage if we fix that 'feature'... hence the bodge sort-of-fix-thats-not-really-right instead. It was actually fixed properly in an earlier test build but we ended up un-fixing it because testers complained about it being fixed...

That's a real shame, because in Rp2 as you get out from the center point the issue becomes more and more noticeable. By the time you're out at a point that is 10,000m out you have PT's hanging a good meter off the wall, and beings we use visible PT's it's quite noticeable (issue actually affects all simple objects, probably vehicle to).

Or it was an issue, we got it fixed in 3.4.4 by sending the position of the affected objects to the clients and then the clients would update the objects positions client side.

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