Jerad Gray wrote on Mon, 12 September 2011 02:04EvilWhiteDragon wrote on Sun, 11 September 2011 14:22Actually you can "fix" this by putting "uselagreduction=0" in the server.ini afaik. But trust me, you DO NOT WANT this.
I'd assume that'd just make the clients not slide smoothly into their spots, but the damage detection would still be done client side correct?
No that would move all damage detection serverside, not just for buildings but also for players. Will cause EPIC lag though. Well, not lag, but you're likely to not damage anything anyway...