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Subject: Re: 4.0 client on non 4.0 server hit registration  
Posted by [Jerad2142](#) on Thu, 03 Nov 2011 22:29:01 GMT  
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Server must be missing some of the updates from the clients then or something, because as already stated, damage is done client side and sent to the server unless you have "UseLagReduction" turned off (who knows, maybe they do ).

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