
Subject: Re: Fixing roadkill bug

Posted by [Jerad2142](#) on Sun, 15 Apr 2012 07:14:58 GMT

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StealthEye wrote on Fri, 13 April 2012 08:03It also happens for friendly soldiers though, so it's not a real fix. (Not to mention that it will look weird if you drive through an enemy soldier.)

It's possibly related to

http://www.renegadeforums.com/index.php?t=msg&th=39265&unread=1&rid=21143#msg_466022

It would not look as bad as coming to a complete stop and then suddenly hyperspacing 30 meters ahead of your previous position when the server finally updates you because you weren't stuck on the soldier at all.
