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Subject: Re: Mod-related changes in scripts 4.1  
Posted by [Xpert](#) on Mon, 09 Dec 2013 18:18:42 GMT  
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danpaul88 wrote on Mon, 09 December 2013 08:41Control\_Enable in multiplayer (at least, last time I tried it) isn't great... on your local machine you can still walk around and stuff but you keep warping back to the original spot when the server corrects your position... and as I recall I could still use my weapons too.

But this was with scripts 2.x a long time ago when I was testing things out, it might have been fixed since then so it actually works?

I used that on SSGM 2.0.2 with scripts 3.4.4 so it's probably the same effect still. The way you describe it is exactly how it worked back then. You could even get in a vehicle if you were next to one.

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