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Subject: Crazy Bug In Online Play! WTF

Posted by [flyingfox](#) on Sun, 27 Jun 2004 18:41:41 GMT

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hahaha, the both teams having 0 is something I've seen, it should fix its-self after some moments.

Nod-name coloured GDI player, or vice versa is common enough, it's just an error that ghosts a player. They could probably fix it by leaving and joining again.

And I think the other stuff is just client side. A similar bug to that is there appearing to be 33 players in the game (17 vs 16) when the game max is 32 and everyone else sees the right amount. I've never seen duplicate players though.

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