Subject: C4 Glitch
Posted by YesNoMayb on Fri, 08 Jun 2012 01:17:43 GMT
View Forum Message <> Reply to Message

The C4 glitch is when you place a timed c4 on the PT and it can't be repaired. Is this glitch fixable?

Subject: Re: C4 Glitch
Posted by EvilWhiteDragon on Fri, 08 Jun 2012 10:33:09 GMT
View Forum Message <> Reply to Message

It should be fixed on TT servers and clients afaik. Not sure whether you need a TT client, but deff. server. That some communities refuse to update is something we cannot help unfortunately.

Subject: Re: C4 Glitch
Posted by StealthEye on Fri, 08 Jun 2012 15:01:33 GMT
View Forum Message <> Reply to Message

Both server and client contain fixes for this. There are multiple causes (at least three: netcode inaccuracy, physics error, model error). It will be fixed in some cases with only a 4.0 client, but it takes both server and client to run TT to be fixed in all situations (at least all that I'm aware of).

Subject: Re: C4 Glitch
Posted by YesNoMayb on Fri, 08 Jun 2012 17:34:12 GMT
View Forum Message <> Reply to Message

Thanks for your reply.