

---

Subject: Bug

Posted by [Neijwiert](#) on Tue, 27 May 2014 20:35:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

<http://www.youtube.com/watch?v=cWluL8-Z3ec&feature=youtu.be>

I was told this was an old bug.. It's really annoying as the player appeared to be on gdi, while he was actually on nod.

Was appearing as this not only to me, but to other players aswell.

The actual player was toogood87 not MateNone

---

---

Subject: Re: Bug

Posted by [ehhh](#) on Tue, 27 May 2014 23:38:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

classic mpf moderator

---

---

Subject: Re: Bug

Posted by [Xpert](#) on Wed, 28 May 2014 03:56:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Your client was bugged. All you had to do was leave and rejoin.

---

---

Subject: Re: Bug

Posted by [iRANian](#) on Wed, 28 May 2014 08:51:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

The player being on the incorrect team on the client is an older issue. However I've never seen the wrong name for a player before..That's really odd.

---

---

Subject: Re: Bug

Posted by [danpaul88](#) on Wed, 28 May 2014 09:46:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

iRANian wrote on Wed, 28 May 2014 09:51The player being on the incorrect team on the client is an older issue. However I've never seen the wrong name for a player before..That's really odd.

I have seen that before too, it's related to the wrong team bug. I've even had my client showing more players in the player list than are actually ingame due to showing some duplicates. It's a weird side effect of a netcode hiccup that, if I recall correctly, occurs when you join at EXACTLY

the wrong moment in the map change process on the server.

---