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Subject: Scripts 4.2xxx

Posted by [SSnipe](#) on Sun, 14 Jun 2015 23:08:32 GMT

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This may or may not be a scripts error, but started seeing it after updating to 4.2xxx.

1) arty shots but seeing no bullets, no explosions, and no screen shaking but i die from arty shells

2) biggest problem is c4. engie or hottie, there is a combination of times where ill throw a c4 and...

a. it will disappear, and c4 count will go down but no c4 was thrown

b. it will disappear, and count wont go down but nothing happens when i blow it

c. sometimes i can throw one extra c4 I did not have

there are other combos of this problem such i that

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Subject: Re: Scripts 4.2xxx

Posted by [SSnipe](#) on Mon, 15 Jun 2015 04:00:16 GMT

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sucks when this happened today as a tech, one time c4 didn't throw but my counter went down...i did not get the building

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Subject: Re: Scripts 4.2xxx

Posted by [dblancey1](#) on Mon, 15 Jun 2015 23:33:50 GMT

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This sounds more like net lag. The server you are playing on is likely not getting enough bandwidth or you aren't getting a good connection. The c4 thing is a classic net lag side effect.

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Subject: Re: Scripts 4.2xxx

Posted by [liquidv2](#) on Tue, 16 Jun 2015 04:28:35 GMT

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Everything but the lack of screen shake sounds like what he said - TT made a server side option to disable screen shake, because a group of artillery can have a nauseating effect otherwise

The server might have screen shake disabled, since it's now a thing (thanks again TT guys)

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Subject: Re: Scripts 4.2xxx

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Posted by [SSnipe](#) on Thu, 18 Jun 2015 05:15:18 GMT

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if this is true, how can I optimize red to help reduce lag? cause my bandwidth is fast and ping is usually low-normal

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Subject: Re: Scripts 4.2xxx

Posted by [ehhh](#) on Thu, 18 Jun 2015 12:32:58 GMT

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not play renegade would help

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