
Subject: Re: How 2 make COOP bots not lag shoot?
Posted by [Ivan275](#) on Wed, 30 Aug 2006 05:17:33 GMT
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EvilWhiteDragon well I tried the server side fix, and also client side fix didn't do anything for the bots, but the client side fix made my turrets spin quickly but it's the client fix which won't work for me.

Any chance of seeing the source code for the fix? Or at least some info on what it does and how it works?

I need to some how increase the bot turn rate SERVER side by about 2x and i think it will solve my problem.
