
Subject: Re: BlackIntel.dll Requests/Future
Posted by [jonwil](#) on Tue, 10 Oct 2006 12:46:47 GMT
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Currently, the turret lag fix, the wall lag fix (both server and client) and a fix for vehicles getting stuck on/near ladders (e.g. the infamous "flying vehicle ladders" bug) have been added. All 3 will appear in 3.0 (as of right now, there is no way to disable any of them)

I may add more (such as a way to disable the wall lag fix or other fixes) in scripts.dll 3.1
