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Subject: Re: Nod Obelisk - Bad Aiming

Posted by [StealthEye](#) on Thu, 15 Mar 2007 17:21:46 GMT

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Scripts.dll 3.0 then probably implemented the BI turret lag fix already.

Scripts.dll 3.2 will have an improved version, which no longer breaks the obelisk targeting.

DeathLink6.0, the fix is named "Turret lag fix", made by BlackIntel. Currently we do not have it on the site any more though as it was implemented in scripts.dll 3.0. The bug you are describing is not solved by the turret lag fix, but it is caused by it. This bug, together with another change, will be implemented in scripts.dll 3.2.

You'd best ignore the bug, if hosted on a dedicated server it will not exist anyway (well, it will only visually miss you, but still do damage.)

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