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Subject: Re: Fixing... Points?

Posted by [Jerad2142](#) on Thu, 18 Sep 2008 23:56:43 GMT

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StealthEye wrote on Thu, 18 September 2008 15:55 The same fix as there is on the client, just applied on the server? Or am I misunderstanding what you mean?

Well, it can't be the same cause as between client and server, because that's lag causing worldboxes to overlap client side I do believe, but the host doesn't have any lag to actually deal with, so it might be a slightly different case, I can't know for sure though, I haven't put much time into investigating either.

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