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Subject: Re: Drive Over

Posted by [saberhawk](#) on Sat, 20 Sep 2008 19:59:24 GMT

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Stewie wrote on Sat, 20 September 2008 13:47: Isn't there a way for the Server to tell the Client that the person is dead after it registers the kill?

You mean telling the client what it already tells the client? StealthEye already mentioned that the problem is lag.

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