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Subject: Re: Positions

Posted by [StealthEye](#) on Mon, 29 Sep 2008 17:27:25 GMT

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That's Renegade. It is indeed possible that the soldier positions differ on two clients. The lag reduction code allows you to be slightly off the actual position so that you will notice lag less.

Edit: There is actually another problem that causes this to happen, which is fixed if you use the wall lag fix. It will obviously be fixed in TT too.

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