
Subject: Server-side flight roof and stuck aircraft glitch.
Posted by [Veyrdite](#) on Mon, 06 Oct 2008 05:44:36 GMT
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On some coop or single-player death match maps, the player can get is hands on an aircraft. Sometimes it can get itself stuck in a position that the client can move out of, but the server decides the client can't, making him warp back to the stuck position. Even after the client exits the vehicle it will remain hanging. Will this be fixed?

Seeing as the SP maps don't have flight roofs either, could a feature be added that at a configurable height the server makes the client warp their aircraft back down, similar to a flightroof?
