Subject: Re: Changelist for scripts.dll 4.0
Posted by DutchNeon on Sun, 02 Nov 2008 02:44:31 GMT
View Forum Message <> Reply to Message

Lag issues gonna be fixed too? For example, sometimes, you will see GDI guys 'lag up the field' on the map field, while they are in the AGT for example. Kill em, and they disappear, and the body falls, where they actually where.

Happens on Islands too, if you snipe across the map from the strip, towards the first island from the GDI base.