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Subject: Re: Quick question...

Posted by [RTsa](#) on Tue, 20 Jan 2009 22:43:55 GMT

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CarrierII wrote on Tue, 20 January 2009 20:14 Not quite as awesome as the fact that the client seems to calculate and send its own data about its own shadow, meaning that if you have wall hacks, and stand in certain places in buildings on some maps, your shadow goes through the wall.

You mean it shows going through the wall for other players as well?

Talk about cheat detecting.

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