

---

Subject: Re: Blue hell / fps crash a lot more frequent  
Posted by [CarrierII](#) on Sun, 01 Feb 2009 18:28:39 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I imagine one of the ways blue hell can be caused is by your client getting slightly out of sync with the server, so that you end up doing something the server should stop you doing (driving through the map for example) creating a blue hell glitch.

I'm not sure on this though.

---