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Subject: Re: 2 funny glitches

Posted by [Ghostshaw](#) on Mon, 02 Feb 2009 14:52:44 GMT

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The second one is caused by VIS. What happens basically is this.

You spawn and cannot see the person/vehicle. The server thus does not send network objects for that particular person/vehicle (because you don't care about the position). The person/vehicle then moves to some other spot (like the back of the base or something) while you move to a position where you can see the old position but now the new one. You will still see the vehicle/person there because you were unaware that he moved (due to lack of updates). Then when you shoot him the server does send you an update, since the object is important for you again.

Unfortunately I do not know whether we will be able to fix this.

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