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Subject: Re: 2 funny glitches

Posted by [Ghostshaw](#) on Tue, 03 Feb 2009 13:07:34 GMT

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Disabling it completely would cause massive lag, its there for a reason.

And we can't disable the client from seeing them walking cause the client wouldn't see anything at all then .

Anyway the best way would be for the server to also check the VIS lineup for the last send position or something. But that would be bloody complex and hard to implement.

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