
Subject: Re: Confusing blue hell type of thing that i do not understand
Posted by [CarrierII](#) on Tue, 23 Mar 2010 11:16:48 GMT

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This is caused by come (very) buggy netcode. TT should fix it. The technical reason is related to updates for object's positions not being sent correctly, hence why you were able to shoot the harvester, as hits are calculated client side.
