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Subject: Warping/position shifts

Posted by [Spyder](#) on Sat, 10 Sep 2011 13:10:40 GMT

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Have you guys changed the way 4.0 calculates the player's position of the map? Because when I'm playing on a 4.0 server everything runs smoothly, but when I'm playing on a 3.4 server it's almost constantly trying to "move" my character by a few meters.

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