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Subject: Re: Hooking

Posted by [Jerad2142](#) on Mon, 12 Sep 2011 00:04:57 GMT

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EvilWhiteDragon wrote on Sun, 11 September 2011 14:22: Actually you can "fix" this by putting "uselagredution=0" in the server.ini afaik. But trust me, you DO NOT WANT this. I'd assume that'd just make the clients not slide smoothly into their spots, but the damage detection would still be done client side correct?

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