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Subject: Re: Missing models?

Posted by [StealthEye](#) on Sun, 04 Dec 2011 17:45:41 GMT

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Quote:I have noticed this for sound as well its like Ren decides that its not important to hear or see so you don't which can get rather annoying. That's likely quite literally what happens. The netcode decides that the object is not important, stops sending updates, and you'll not see or hear the missiles since on your client the MRLS is not there/does not shoot. That, or it's faced incorrectly so that the missiles hit a wall on your client instead of go where they go on the server. Because of the (many) problems with the priority system, I think we'll have to clone and improve it. That's something that will happen for beta4 or later though.

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