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Subject: Re: Fixing roadkill bug

Posted by [Jerad2142](#) on Fri, 13 Apr 2012 12:26:24 GMT

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StealthEye wrote on Thu, 12 April 2012 09:48I can't seem to reproduce anything that did not happen in stock regarding this. Are you sure it is a TT bug? (My guess is that it either also happens in stock for you or it is lag related.)

You guys should disable all physical collisions of all ENEMY infantry client side to deal with this problem; no one likes getting hung up on infantry that aren't even there or are there and it is just taking the server a second to update you and kill them your end.

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