Subject: Re: Mod-related changes in scripts 4.1
Posted by danpaul88 on Mon, 09 Dec 2013 13:41:45 GMT
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Control_Enable in multiplayer (at least, last time I tried it) isn't great... on your local machine you can still walk around and stuff but you keep warping back to the original spot when the server corrects your position... and as I recall I could still use my weapons too.

But this was with scripts 2.x a long time ago when I was testing things out, it might have been fixed since then so it actually works?