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Subject: Please stop using SoldierGameObj::Set\_Max\_Speed in multiplayer

Posted by [jonwil](#) on Tue, 10 Nov 2015 21:31:10 GMT

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People need to stop using SoldierGameObj::Set\_Max\_Speed in multiplayer because it doesn't work properly and never has. It doesn't get sent over the network and (due to some stuff in the physics code) can't be sent over the network.

Using it causes lag/warping and a poor player experience.

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