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Subject: Is there any way to stop this crap on c&c:islands?

Posted by [Aircraftkiller](#) on Sat, 09 Oct 2004 19:54:29 GMT

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It happens mostly in third person. Your projectile is blocked by the wall and since the server is responsible for calculation of explosive damage, you get hurt by it.

Use first person more often, and stay away from areas like that.

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