Posted by StealthEye on Mon, 11 Dec 2006 08:52:38 GMT
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I'm happy to see there are so many users using the turret lag fix, and I'm happy to see it will be included in scripts.dll 3.0 (although I knew that for a while now ofcourse)

I use 2.9.2 + turret wall lag + some mods to do lag testing which resulted in nothing useful

Our servers are running a heavily modded 2.9.2, as you probably already know. (We update soon after new updates are being released)