Subject: Re: Confusing blue hell type of thing that i do not understand
Posted by Omar007 on Tue, 23 Mar 2010 15:12:33 GMT

CarrierII wrote on Tue, 23 March 2010 12:16This is caused by come (very) buggy netcode. TT should fix it. The technical reason is related to updates for object's positions not being sent correctly, hence why you were able to shoot the harvester, as hits are calculated client side.

Weird thing is i only encountered this with RP2 in my DATA folder

BTW does anyone know whether st0rm bannes permanently immidiately?
Or should i ask on their forums?
Still cant join on "~!St0rm EXTREME AOW!~"...