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Subject: Re: New 0 Bug?

Posted by [StealthEye](#) on Fri, 14 Sep 2012 06:13:48 GMT

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Ok, that pretty much cancels out netcode. It then seems that something computed a score increment (by damaging something for example) which resulted in an incorrect number. Was there anything particular about the affected players? Anything special happened right when this started? Are there any custom server mods or plugins?

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