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Subject: Re: Projectile tracers invisible

Posted by [danpaul88](#) on Mon, 27 Jul 2015 11:31:53 GMT

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Tracers are not actually network objects, each client generates their own tracers for ALL weapons based on knowing the weapon state (firing / not firing) and orientation

If you're not seeing tracers it suggests your client hasn't been notified that the weapon is in the firing state.

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