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Subject: Flame rushing on City...

Posted by [Anonymous](#) on Tue, 07 May 2002 00:59:00 GMT

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Yes this is a lag effect. This is why you warp back <= the server send you to your true position. In fact, you believe you pass (your screen shows that => client part of the soft), but for the server you didn't. When you lag (in a very terrible lag condition) you can even see a warp back when u walk !!!

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