
Subject: Flame Tank

Posted by [Anonymous](#) on Sun, 03 Mar 2002 02:41:00 GMT

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Flame rushes are easy to beat...Assuming conditions are ideal and there's none of that ghost lag which is so annoying and plagues this game engine even with pings as low as 70ms. Units should never ghost. Battlezone never did ghosting like this. They really have to swat these lag bugs and come up with a better algorithm for compensation like in UT or Battlezone. Just a suggestion.
RANT RANT RANT!
