
Subject: "Flickering Fairies"

Posted by [Aircraftkiller](#) on Wed, 19 May 2004 15:22:14 GMT

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tanhm07First: the 'n00b damage did to aircraft'. Do most who complain fly in flying maps? yes.
Do they get owned by the 'n00b damage did to aircraft'? yes.

Now: Snipers flicker about, making it hard for me to hit them. Its a bug. We have to fix this so that they don't have this 'advantage' and so I can hit those 'flickerers'!

what's next?

Why not just make this game completely to your advantage. Then everything would be 'fair'.

I hate to break it to you, but "flying" levels weren't developed to keep everyone from flying, unless you think the development team (Which includes me) were dumbasses.

For your second point: I can't believe you said that. You're not willing to fix problems? So if Renegade had a speed bug left in it that caused one soldier to move exceptionally fast around a level, you'd be saying the same thing, wouldn't you?
