Subject: Flame rushing on City...
Posted by Anonymous on Mon, 06 May 2002 15:29:00 GMT

View Forum Message <> Reply to Message

Somewhat the same thing happened to me once on Walls. I had an artillary near a tunnel entrance...drove up against the ramp and every time I moved forward..I warped back to the ramp...wouldn't let me move. Ultimately had to C4 the vehicle and walk away from it. I don't think my instance had to do with lag really. Probably just a spot on the map that didn't like me being there. Shrug.