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Subject: Re: sticking to walls

Posted by [sadukar09](#) on Sat, 06 Sep 2008 19:52:04 GMT

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s0meSkunk wrote on Fri, 05 September 2008 22:34I'd rather have lag that gives me graphical inaccuracies (shows me the enemy is missing) than have lag make me miss.

There's no trigger lag.

There is the graphical lag you mentioned.

I don't know if you are stupid, or horribly misinformed about Renegade.

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