
Subject: Re: Warping/position shifts

Posted by [Gen_Blacky](#) on Mon, 19 Sep 2011 03:48:24 GMT

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Ghosts should be fixed in next build of 4.0. Been playing in st0rm 4.0 server with 70 ping and 300 kbps. Hopefully other servers port over soon.

Tank Ghost in a ssgm 2.0.2 server, Jelly

A light tank and a gdi guy in a med tank. Might of been lagging idk.

had 130 ping and 230 - 280 kbps in a 40 player game.

http://www.youtube.com/watch?v=c_TFFmW1-kl
