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Subject: Re: ghost

Posted by [Sean](#) on Wed, 12 Oct 2011 08:29:34 GMT

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liquidv2 wrote on Sun, 09 October 2011 01:37Azazel wrote on Sat, 08 October 2011 08:14It seems like the rr glitch (where you see alot of ghosts) has made it's way to 4.0.

I keep seeing harvesters.  
where, on n00bstories? and is NS running 4.0?

Ax. NS is currently not running 4.0.

NACHO-ARG wrote on Sat, 08 October 2011 12:29Azazel wrote on Sat, 08 October 2011 06:14It seems like the rr glitch (where you see alot of ghosts) has made it's way to 4.0.

I keep seeing harvesters.

i used RR for a long time and i dont remember have seen any ghost, though this can be usefull, that stank ghost show up there seconds before the enemy rush, next time i see something like that i will scream rush inc rofl.

I was one of the original beta testers of rr, that glitch was caused by rr.

jonwil wrote on Tue, 11 October 2011 08:11Actually only a few bits of RR code were used for 4.0 and given the bugs we bumped into, I wish we hadn't used it.

It was a good piece of software, but yeah it is quite buggy. Maybe it'd be better hard coding some of the bits that you've used from rr from scratch instead of using buggy code? (In the future).

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