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Subject: Commando : Open Source

Posted by [icedog90](#) on Sat, 18 Sep 2004 04:37:44 GMT

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PiMuRhol was referring to the physical simulation of the buggy. In a game of 16+ players, you couldn't run it as if it were single-player.

Why not? It will cause lag? So what you're saying is that in multiplayer, the buggy's physics are toned down?

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