

---

Subject: Re: Empires

Posted by [Jaspah](#) on Sun, 05 Mar 2006 15:43:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

bigwig992 wrote on Sat, 04 March 2006 19:49Ehh, the fears of a terrible vehicle net code within the source engine have been realized. I timed out 3 times connecting to a server, and when I finally got in one, I couldn't play because I lagged too bad. But I played by myself and it seemed like a really fun concept, a patch should make everything right.

Eh, I give them credit for atleast doing something about it. Go play Empires with vehicles and then go play Garry's Mod with vehicles.

See the difference?

---