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Subject: Re: [BlackIntel] Wall lag fix!  
Posted by [Chronojam](#) on Sat, 19 Aug 2006 00:49:21 GMT  
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With permission, this would be packaged with the next version of APB and I see no reason why Reborn wouldn't want to use it also.

However... see if you can do something about the sniper jiggling, which is probably the result of something gay like a last-minute change to make scoped mode go at walk speed. That's the biggest annoyance.

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