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Subject: Re: Warping/position shifts

Posted by [Caveman](#) on Mon, 19 Sep 2011 07:21:16 GMT

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StealthEye wrote on Mon, 19 September 2011 00:20Spyder wrote on Sun, 18 September 2011 21:36The ghosts remain until you shoot at them. They disappear as soon as they're hit. Correct, however, if you do not shoot them, do they ever stay for more than 10 (exact) seconds? There is some logic that triggers every 10 seconds that should ensure no ghosts exist, hence the question.

Mine lasted longer then 10secs as well.

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