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Subject: Re: Warping/position shifts

Posted by [StealthEye](#) on Mon, 19 Sep 2011 09:42:50 GMT

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But that ghost doesn't seem to disappear when you shoot it. It is (as stated) someone who is actually in a tank but shows up outside the vehicle. I think I fixed that issue already for the next build. The "ghosts" I'm looking for are the ones who are not actually in a vehicle (or ghost vehicles themselves), and who you can damage/kill after which they disappear/teleport to their correct location.

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