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Subject: Re: ghost

Posted by [danpaul88](#) on Tue, 11 Oct 2011 14:20:48 GMT

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Azazel wrote on Sat, 08 October 2011 14:14It seems like the rr glitch (where you see alot of ghosts) has made it's way to 4.0.

I keep seeing harvesters.

Not overly surprising if that's the case, much of the RR code was incorporated into TT early in development, although much of it has been modified heavily since then.

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