
Subject: Re: ** GEFORCE 4 TI FIX** (BF2)
Posted by [flyingfox](#) on Wed, 15 Jun 2005 12:40:23 GMT
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Maybe they could change their teamkill evaluation to include who was moving the fastest if it involved aircraft.....because it seems as though most of those "teamkill" scenarios are from one person deliberately flying into someone else, or running into a craft as it is taking off.....they're probably moving faster than the craft as it is taking off of the ground....and from what I understand. It gives the more likely aircraft the penalty.
