
Subject: Re: Cheater makes a video to prove he doesn't cheat-- heh
Posted by [Chronojam](#) on Sun, 28 Aug 2005 23:36:13 GMT

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Consistently and to that much of an extreme, during lagless conditions where neither sfps, ping, or data transfer are near lag-inducing? Where I come from, we need to hit the player to inflict damage.
