
Subject: Bot walking

Posted by [Veyrdite](#) on Sun, 16 Sep 2007 07:13:48 GMT

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I've noticed that when walking away from bots and GTs at a certain angle barely a few shots hit you. I don't know how this works as the inaccuracy is dictated randomly (by weapon error settings on the vehicle/bot/gt and the spray settings on the weapon preset).
Something to do with lag?
