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Subject: Re: Burst fire netcode glitch

Posted by [Veyrdite](#) on Thu, 04 Sep 2008 07:31:36 GMT

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Nukelt15 wrote on Thu, 04 September 2008 02:38Quote:Do you believe this is a tactic or a glitch that needs to be fixed?

How the fuck could it be anything but a glitch? Your ammo counter says you have 6 shots left; that's exactly how many you should be able to fire. If you fire more than that, especially if you know you're doing it and could avoid doing it if you so chose, then you're abusing an exploit and deserve a kick/ban.

The problem is you do it whenever you use a fast-firing gun. It is only noticeable when burst-firing but It may also have a larger effect when burst firing.

Burst firing is a tactic used by many players anyway, to say it's glitch exploiting and kicking/banning the offender would be the equivalent of kicking/banning someone because they are walking in-game and have an MVP.

The glitch of click-timing slow-firing weapons however, such as rockets, should be stoppable with programs such as BIATCH. The last time I tried this was when I discovered it a few years ago, before the program was founded.

But it is possible that those extra projectiles are only visible and do damage on the shooter's client. Are other players being effected by them or is the server expecting the player to have an empty clip?

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