
Subject: Re: nothing but shift

Posted by [EvilWhiteDragon](#) on Fri, 12 Aug 2011 21:11:17 GMT

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iRANian wrote on Fri, 12 August 2011 22:50Caveman wrote on Fri, 12 August 2011 12:46I would personally say that in this video:

<http://www.youtube.com/watch?v=csv1HkYc50U>

The snapping at the end does it for me.. But as to the topic, *cheat name removed*doesn't cause spray what you get hit but the tracers aren't actually hitting you is caused by either;

1) Lag

2) Big bodies/head/weapon and since most servers either run BIATCH or RR it makes this impossible.

How would you explain my videos then? All are taken on servers that run BIATCH. They can't possible be lag, my ping is 200. all of them were banned for *cheat name removed*by mods at Jelly (except for one guy). There must be something mysterious going on here!! Can't possible be lag either.

I'm not saying they are not cheating. The things you describe however do no PROVE they are cheating. With the Renegade engine and a ping of 200 you do certainly lag. It's because the engine is in some aspects rather clever, so you don't notice lag as fast as in other games. This as the fun side-effect of making it easy to cheat, as in do damage hacks, bighead, and more of those kinds of things.

However, if you look carefully you'll notice that Renegade always lags, even when run on LAN. With a ping of 200, it only gets worse.

Whether you believe the Renegade engine bits or not, for any other shooter a ping of 200 would be rather bad if not unplayable.
