
Subject: Re: nothing but shift

Posted by [EvilWhiteDragon](#) on Fri, 12 Aug 2011 22:52:03 GMT

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Caveman wrote on Fri, 12 August 2011 23:17EvilWhiteDragon wrote on Fri, 12 August 2011 22:11iRANian 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.

While I agree with you here about the Renegade engine I would have to disagree about the 200 ping being 'rather bad' my ping on any USA server is 180-220 and I don't get any real noticable lag... I might get the odd sticking to the wall or odd wrap kill but not as bad as you describe.

Iran - Im not saying he isn't cheating however im telling you that *RGH doesn't cause spray bullets to hit you. If you can see spray and you are getting hit then its either BH/BB or just lag on your part or the his.

As said, the Renegade engine is good at hiding lag, which is good because it also hides how inefficient the netcode can be in Renegade. Lower pings however do make you warp a lot less than with higher pings, and make things like turret and tracers a lot more accurate than with a high ping. Try playing on EU servers a bit more and you'll probably start to notice the difference.
