
Subject: Re: MPF banning players for being extremely good at a 11 year old game
Posted by [EvilWhiteDragon](#) on Fri, 24 May 2013 05:50:02 GMT

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liquidv2 wrote on Fri, 24 May 2013 02:30if you read Iran's signature, you'll see i don't believe the fellow cheats

if he does have something outside going on, it's more likely to be something he figured out how to do while tinkering with Renegade code

like, say, modifying his connection in a way that allows him to do better in Renegade, one of the few games where damage is client side and not server side (the reason spectate and ghost kills were possible pre-4.0)

it looks like the dude is barely trying to dodge in Iran's fraps (that's how i looked in HaTe's fraps from our sniper 1v1)

i can assure you, i was moving and dodging extremely hard, but you'd never have known by looking at his video

on my end, however, HaTe was moving from one side of the Volcano to the other in a single step, warping and teleporting so hard i'd barely get a bodyshot off before he managed to kill me each time

Unless servers turn lag reduction specifically off, the client will always to the hit-detection for objects (not for buildings though). Since turning this off means very annoying gameplay and none being able to hit anything... This is not advised
