
Subject: Walking with the scope
Posted by [warranto](#) on Tue, 23 Sep 2003 20:29:06 GMT
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I must agree. It's not skill to hit someone that flickers. It's luck. In order for it to be skill, you would have to know where the person will reappear so you can have your reticle over that spot when he appears, and fire before he disappears. Since the flickering distances are random, this is impossible to do on a continuous basis.

If there was no flickering, there would be a massive increase in superior snipers (myself included), but it's just luck when you hit someone that flickers a great deal. Keep in mind though that minor flickering can be delt with and isn't that big of a deal. It's more the massive side to side "warping" that is what causeing all the problems.
