
Subject: Hit and Miss(Cross-Posted from n00bstories)
Posted by [Dr. Lithius](#) on Thu, 22 Sep 2005 06:59:52 GMT
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Yes, cross-posted. I'm just that pissed.

What the Hell causes your shots to miss when you know for a fact they're right on-target? For example. . .I just played against a guy by the name of "takamania". He was able to score a headshot every freaking time he fired off a bullet, but I was entirely unable to hit him even once. He was using RenGuard, but I'm getting the feeling he had some sort of helper regardless. Either his ping was so bad that it caused a serious, one-sided collision detection error of some sort(like in Halo, yet another game that doesn't have lag correction), or he was using some sort of asinine program to help him aim. And for the record, my ping was the best it's ever been, averaging 100 to 125. So what the Hell caused me not to hit him, even though almost every shot I fired was right on target? And how could he waste me in literally two seconds, Soldier vs. Soldier, when I was jumping around like a freaking scared marsupial?! What?!

Subject: Re: Hit and Miss(Cross-Posted from n00bstories)
Posted by [Jecht](#) on Thu, 22 Sep 2005 11:40:53 GMT
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is it so hard to believe someone is better than you?

Subject: Re: Hit and Miss(Cross-Posted from n00bstories)
Posted by [Dan](#) on Thu, 22 Sep 2005 13:04:51 GMT
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Clickbot? One of the cheats that RenGuard DOESNT detect.

Subject: Re: Hit and Miss(Cross-Posted from n00bstories)
Posted by [ChronoJam](#) on Thu, 22 Sep 2005 15:39:13 GMT
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Maybe his lag wasn't accidental.

Subject: Re: Hit and Miss(Cross-Posted from n00bstories)
Posted by [Dr. Lithius](#) on Thu, 22 Sep 2005 15:45:24 GMT
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gbull wrote on Thu, 22 September 2005 04:40 is it so hard to believe someone is better than you? Aim that good? When I was jumping around like my life depended on it? Yes. However, Crim brought this to my attention:

"If you have a horrible connection, players generally run in a straight line without new data to correct their paths. It makes it a lot easier to hit people."

What this basically means is that if their connection is a little jerky or whatnot, you could very well appear to be walking in a straight line on another user's screen, regardless of how much jumping of strafing you might be doing. This may be what happened. . .but it only happened with him. And other users kept getting quickly and thoroughly whomped by this guy. I dunno. . . He was using a freaking GDI Solider for crying out loud. It just doesn't add up otherwise. . . He was either cheating, or had a really, really bad connection and was taking full advantage of it.

Subject: Re: Hit and Miss(Cross-Posted from n00bstories)

Posted by [Chronojam](#) on Thu, 22 Sep 2005 15:50:06 GMT

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Chronojam wrote on Thu, 22 September 2005 11:39Maybe his lag wasn't accidental.

Subject: Re: Hit and Miss(Cross-Posted from n00bstories)

Posted by [Lijitsu](#) on Thu, 22 Sep 2005 17:44:22 GMT

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That's completely possible, and probable. All you have to do is open up a few websites, an Instant Messenger, start exploring your files, and you've just made Renegade lag. Badly. What I think you should do, is get his name and keep away from him. If you find a game he's in, go to a differant one. This should allow you to have fun without having to worry about people like that.
