
Subject: question for this newbie..
Posted by [Anonymous](#) on Fri, 11 Oct 2002 14:17:00 GMT
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how come some people shake back and forth. it's like they're epileptic.seems mostly on sniping games? can someone help answer this? or is it a glitch in the matrix..

Subject: question for this newbie..
Posted by [Anonymous](#) on Fri, 11 Oct 2002 15:11:00 GMT
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Those people are in "scope" mode with a sniper rifle. You'll learn to cope with it.

Subject: question for this newbie..
Posted by [Anonymous](#) on Fri, 11 Oct 2002 15:26:00 GMT
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Yeah exactly what he said! It ain't difficult to do either.

Subject: question for this newbie..
Posted by [Anonymous](#) on Fri, 11 Oct 2002 19:53:00 GMT
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Gawd. I hate snipers who juke like that.I'm confident enough in my acquisition and targeting skill to not do that.Seems like a weenie way to play.

Subject: question for this newbie..
Posted by [Anonymous](#) on Sat, 12 Oct 2002 08:14:00 GMT
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Subject: question for this newbie..
Posted by [Anonymous](#) on Sun, 13 Oct 2002 00:42:00 GMT
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quote:Originally posted by thousand_sun:Gawd. I hate snipers who juke like that.I'm confident enough in my acquisition and targeting skill to not do that.Seems like a weenie way to play.Nah mate. All the best snipers do it.

Subject: question for this newbie..

Posted by [Anonymous](#) on Mon, 14 Oct 2002 13:40:00 GMT

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quote:Originally posted by thousand_sun:Gawd. I hate snipers who juke like that.I'm confident enough in my acquisition and targeting skill to not do that.Seems like a weenie way to play.We don't shake because we want to, it's a glitch in the programming. Just shoot in the middle of the shaking. You will hit 75 \% of the time.

Subject: question for this newbie..

Posted by [Anonymous](#) on Mon, 14 Oct 2002 13:43:00 GMT

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quote:Originally posted by KIRBY098: quote:Originally posted by thousand_sun:Gawd. I hate snipers who juke like that.I'm confident enough in my acquisition and targeting skill to not do that.Seems like a weenie way to play.We don't shake because we want to, it's a glitch in the programming. Just shoot in the middle of the shaking. You will hit 75 \% of the time.Depends how laggy the shaker is

Subject: question for this newbie..

Posted by [Anonymous](#) on Tue, 15 Oct 2002 10:11:00 GMT

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the shake was put in there for a reason. when u are in scope mode and move u actually are walking not running as normal, so imagine how easy it would be to snipe someone WALKING.

Subject: question for this newbie..

Posted by [Anonymous](#) on Tue, 15 Oct 2002 10:20:00 GMT

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quote:Originally posted by oo00o00oo:the shake was put in there for a reason. when u are in scope mode and move u actually are walking not running as normal, so imagine how easy it would be to snipe someone WALKING.No it wasn't. Where are you getting your information? It's a glitch caused by lag, and coding.

Subject: question for this newbie..

Posted by [Anonymous](#) on Tue, 15 Oct 2002 10:37:00 GMT

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Yeah Kirby is right unless they are moving and they usually aren't it is lag

Subject: question for this newbie..
Posted by [Anonymous](#) on Thu, 17 Oct 2002 13:32:00 GMT
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It's simple snipers move to not get shot. I find that I say to myself that everywhere is enemy territory you get used to moving around ie strafing dodging.

Subject: question for this newbie..
Posted by [Anonymous](#) on Thu, 17 Oct 2002 13:34:00 GMT
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i hate people who lag so bad that on their screen your standing still and they hit you. Also aimbot can be pretty tuff to beat

Subject: question for this newbie..
Posted by [Anonymous](#) on Thu, 17 Oct 2002 17:34:00 GMT
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quote:Originally posted by KIRBY098: quote:Originally posted by oo00o00oo:the shake was put in there for a reason. when u are in scope mode and move u actually are walking not running as normal, so imagine how easy it would be to snipe someone WALKING.No it wasn't. Where are you getting your information? It's a glitch caused by lag, and coding.gee easy would it be to shot if a sniper slowly walked sideways from their cover to shot, and as far as "lag" they seem to do that in lan games too.

Subject: question for this newbie..
Posted by [Anonymous](#) on Thu, 17 Oct 2002 19:58:00 GMT
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quote:Originally posted by JiggakoZz:i hate people who lag so bad that on their screen your standing still and they hit you. Also aimbot can be pretty tuff to beat Theres no aimbot for Renegade. They are just skilled players

Subject: question for this newbie..
Posted by [Anonymous](#) on Sun, 20 Oct 2002 03:24:00 GMT
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I remembered being in an infantry war this guy was a sniper who seemed to headshot us most of the time at incredible distances (forgot what map it was).He was accused to have his gun "aimed at our heads". lol

Subject: question for this newbie..

Posted by [Anonymous](#) on Sun, 20 Oct 2002 08:09:00 GMT

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O that explains that problem, I thought it was all the tanks shells blasting the nearby area causing it to shake!

Subject: question for this newbie..

Posted by [Anonymous](#) on Mon, 21 Oct 2002 18:05:00 GMT

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I do this all the time. It doesn't really help much, but it's effective against n00bs and somewhat-skilled guys who don't know to aim for the center. Also, I AM NOT A MORON!! [October 21, 2002, 18:05: Message edited by: RedFox2k2]

Subject: question for this newbie..

Posted by [Anonymous](#) on Thu, 24 Oct 2002 08:21:00 GMT

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actually - i like seeing them do the "scope shake" (aka tunnel vision) means they don't see what's coming from the sides -- easy target.....for a shotgun blast to the head...i have earned a lot of "WTF" from snipes for this..muahahahaha [October 24, 2002, 08:22: Message edited by: StoneRook]
