

---

Subject: CounterStrike: Source screenshots

Posted by [Titan1x77](#) on Fri, 31 Dec 2004 18:26:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

SickOptometristj\_ball430Today when I was playing, I unloaded like 20 rounds into 2 different guys, and it only registered like one hit on each. It was such bs. Also, there is the laggy hitbox problem. You can shoot behind people and still kill them. I've had that happen to me quite often as well. Other than that, I love the game.

Yeah j', I've had the exact same experiences. I was blasting the crap outta enemies only to receive one shot kill from them... I'm way to noob with the game to determine if it's legit or not. Are there Source hacks this early in the game?

Also, when you get hit by enemy fire, is it normal for your character to 'hesitate' as if stunned? Is that designed realism or lag artifact?

<http://forums.steampowered.com/forums/showthread.php?s=6eadba2f300248955a7a73a0de0b2655&threadid=155374&perpage=15&highlight=best%20clcmdrate%20clupdaterate%20rates&page number=1>

Ive been playing quite a bit and I find this an issue aswell.

there is some tweaks to get more packet updates sent and received(although a few of you dont seem to need it )

Im going thru some testing right now with cl\_updaterate and cl\_cmdrate etc..

I'll post a good configuration once I have one.

But as you will see thru the 20 pages of that topic (yes I read it all) Source's netcode is pretty bad....Infact I believe worse then Renegades.

I can only hope Dead 6 won't run into this problem, Seeing this was the main reason I purchased HL2.

By time Dead 6 reaches a final stage Lets hope Valve fixes this.

---