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Subject: Re: Cheater makes a video to prove he doesn't cheat-- heh

Posted by [Chronojam](#) on Sun, 28 Aug 2005 23:11:00 GMT

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Fucking hell, you people saying it's just lag--- NO.

I played with 20 fps back in the day or worse. FPS doesn't suddenly allow you to shoot to the side of somebody for a kill! Hits are detected client-side as far as I've ever been aware, hence why bighead works.

The FPS is lower only because of the recording, but the ping and SFPS and KBPS are FINE throughout the entire movie. Who here has ever seen somebody slowly walking along a wall? Or killed them? That's called a lag kill, and you still have to HIT them according to your system for it to count. If you miss them, it still counts as a miss.

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