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

Posted by [Renegade](#) on Mon, 29 Aug 2005 00:39:48 GMT

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Chronojam wrote on Sun, 28 August 2005 19:36 Consistently and to that much of an extreme, during lagless conditions where neither sfps, ping, or data transfer are near lag-inducing? Where I come from, we need to hit the player to inflict damage.

Not necessarily, if you can know where to shoot when your lagging, then you can kill people while lagging and they cant kill you cuz ure skipping all over the place, trust me, ive seen and i can do it.

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