

---

Subject: Re: Burst fire netcode glitch

Posted by [Nukelt15](#) on Fri, 05 Sep 2008 15:28:34 GMT

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

---

I said nothing about glitches causing additional damage without you noticing or being able to avoid it... but if you do notice, and you can avoid it, you ought to- otherwise you are guilty of abusing an exploit. It doesn't matter how pervasive or useful it is, it is still an exploit.

Rapid-fire weapons are one thing, because you'd have to be some kind of superhuman to count every single bullet you fire- but with the shotgun, grenade launcher, rocket launcher, etc... you're firing less than ten shots before a reload, spaced more than a quarter-second apart. Accidentally getting extra shots out of a low-DPS, high-RoF weapon like the minigun is one thing; intentionally timing your clicks to get a 7th rocket or a 9th grenade is quite another. At that point, it goes into the same category as the 'ol scoped movement glitch or any of the other exploits that have been called "skills" over the years.

Both need fixing, but there is a difference between glitching due to lag and using a known exploit to gain advantage.

---