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Subject: Re: VTOL flip-kill

Posted by [R315r4z0r](#) on Thu, 13 Nov 2008 21:14:23 GMT

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CarrierII wrote on Thu, 13 November 2008 12:34It can explain why some people can play 50 player servers with < 100 ping and no real tendency to lag though...

I play with > 200 ping most of the time, which is the cause of a lot of VTOL flips.

It isn't lag that causes the flips most of the time, but lag that covers up the flips.

Like your vehicle would flip for X reason, but due to lag, you wouldn't notice until you exploded.

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