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Subject: 2 funny glitches

Posted by [jnz](#) on Mon, 02 Feb 2009 12:23:44 GMT

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There's a glitch where a player seems to play the crouch animation very very fast, they look like they're vibrating.

I've mistaken this many many times for an SBH walking or jumping in snow and killed them from quite far away.

My second one is quite serious, this is probably hard to repeat as it's quite random. I don't mind taking a video if you wish.

I generally spend a lot of time sniping in tunnels for a quick game, when I die, and run back I sometimes see players walking into walls or running into my base. Instinctively I shoot at them, and sometimes kill them. If usually as soon as I do this they warp back to wherever they are, and if I kill them. It looks like I'm spectating or wall hacking. Hex can vouch for this, I've done this with a shotgun and had BIATCH give the out of range warning for 70 meters! I don't have a perticular slow connection and my ping is always lower than 100. I always set my connection speed in ren to T1.

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