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Subject: Re: MPF banning players for being extremely good at a 11 year old game  
Posted by [EvilWhiteDragon](#) on Fri, 24 May 2013 14:45:47 GMT

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iRANian wrote on Fri, 24 May 2013 09:24...

"watch from 4:30 to 4:39 - you absolutely molest that guy, and he manages to body shot you one single time in the entire exchange, bullets flying all around you"

He has 160 ping, of course this happens, I still get it too like that or trying to pistol someone with less than 10 hp at close range, it's not unusual for all my 12 bullets not to register.

...

False.

Hit detection is done client side, even with TT and is as such not related to lag. Only thing lag influences is how you appear to walk for the other. With lag you might look like you're walking in a straight line, while you're actually trying to dodge like fuck.

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