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Subject: Re: MPF banning players for being extremely good at a 11 year old game  
Posted by iRANian on Sun, 26 May 2013 06:59:46 GMT

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I mean the warping on my screen forcing me to spray bullets to the left and right in case people warp there. The less lag the less I need to do it and the better my hit rate is. It's the weird shooting style you were talking about a few posts ago; I don't do it when I have less lag because I don't need to, with the warp I need to guess where the other player will be, even when using insta-hit weapon because they might warp away the moment I shoot.

In the sniping videos you can also see me line up my shot and keeping my reticle on a target's body, that is to quickly get a feel for the player's warp and whether I can shoot or should adjust my aim, you see this clearly when I'm sniping people walking in a straight line. Part of it is to also adjust for my floaty-ness, because I snipe while moving around. And then I still get lots of misses because hit reg..

I don't know why you're implying I'm hard to hit, I see people who are hard to hit all the time (like in that video, the GDI engi I'm sniping on the GDI wall I can't hit because of lag). I call them out on it and they never say I'm hard to hit too. I think you're the first one or so bringing it up.

Like wrs said and every good Euro player can tell you:

'Wrs'

I said that it happens rarely, which is true..i've played ren the past few days and i can still feel a huge difference between playing on a euro server (matrix sniper server) and an american server. everything feels smoother, much less feeling like your ice skating everywhere and being pushed around..(that pushing around feeling seems to me is what causes being warped outside a building..you can almost tell it's about to happen because it feels like you're fighting against an invisible forcefield lol. yes, these laggy moments do happen even with low ping and i'm not denying that(didn't happen to me today) but not very often at all.

barely anyone was that kind lol, probably about 95% of my cw'ing days were on american servers. Don't get me wrong i've played a lot of euro games too (mainly against euro clans) but nothing in comparison (along with every other euro player). I remember american players (specifically jteke moaning about a 180 ping or something on mesa vs me n spoony lol) crying when they had high ping all the time and demanding to play on a usa server if we had some how managed to swing playing on a euro server in the first place. Euro's got used to having to play with high ping whilst pretty much every american player had no interest in playing with lag because they had been used to low ping ren for years lol. I remember the game feeling SO much nicer on the rare occasions i got to cw on euro servers and i was actually good at this game so i could feel the difference more

[http://jelly-server.com/forums/index.php?/topic/18214-renegade-clan-wars/page\\_\\_st\\_\\_200#entry257123](http://jelly-server.com/forums/index.php?/topic/18214-renegade-clan-wars/page__st__200#entry257123)

and:

'Wrs'

well, that was uncalled for

on a side note, i wish there was far more European snipe back in the day that weren't seemingly run by dribblers. The "good" american players will find out how bad they really are when playing with the same ping us euro players had to put up with every day for years. That EKT server was one of the very few european sniper servers, i guess me getting banned from it reflects what i said about them being dribblers. This game was remarkably easy with low ping...a nice smooth (well, as smooth as renegade gets) game where your shots register in comparison to everyone warping all over your screen, getting stuck on walls and bullets that bounce off people like they're made out of rubber. super fun time

/subtle dig at mike, HA

[http://jelly-server.com/forums/index.php?/topic/15143-post-them/page\\_\\_st\\_\\_50#entry217202](http://jelly-server.com/forums/index.php?/topic/15143-post-them/page__st__50#entry217202)

You can't notice the floaty feeling and ice skating in the video because it isn't much but it screws with your aim, like when I'm jumping while shooting or when I'm walking sideways while sniping. The 'everything feels smoother' thing for me is mostly when you're shooting people with less than <100 ping your shots register better, there's no delay after shooting before damage is taken, you do more damage with tanks because the splash (which is about 42% of total tank damage), which is calculated server side, will hit objects more or closer than with 150+ ping.

The warp issue is really annoying, when players evade by moving sideways it starts warping and I just have to randomly shoot, every time. You don't experience that with less than 100 ping. But combined with the floaty-ness doing shots that need to be really accurate (sniper headshot while jumping, sniper shooting across map with free aim) are a lot harder because of how accurate you need to be. The better you are at the game the more it affects you (like wrs also said in that post).

The only real servers out there that don't lag hard are MPF, TT DM and the Sla Company Mutant Coop server. I could get some videos from the Coop server but then people would tell me I'm just playing against bots.

I've got another video, this time it's Islands sniping, it's a pretty good video but me and at least 7 other players were experiencing lag on that game. Lots of lag lol. I'll upload it anyway but hopefully I can re-do it without the lag. There's also some other sniping videos, e.g. City Flying shooting basic infantry from bridge, but in that game a lot of my hits weren't registering.

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