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Subject: Question About Multiplayer

Posted by [luke2003](#) on Wed, 21 Feb 2007 22:56:12 GMT

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i keep trying to play online with Renegade, but when i do i have 3 problems well 1 really important one other two might just be bad aim, but anyways 1 i cannot hit people and when i do some dont take any damage 2 a lot of enemys keep 1 hit koing me, and 3 this is the important one, sometimes in a game with other players i just die randomly and it says "blah blah killed you" and i dont even see this character and there was no actual shot fired at me from them :\ can you tell me why this is?

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Subject: Re: Question About Multiplayer

Posted by [DutchKingCobra](#) on Thu, 22 Feb 2007 00:54:40 GMT

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Hi pal,

I think your answers would be:

1a: Consider that shooting directly at an enemy,that is in motion(sideways),results in misses,try aiming a bit in front of them.

1b: LAG

2: Probably snipers aiming at your head.

3a: mines/c4!

3b: Probably snipers.

Solution :

keep practicing with aiming(at moving targets),

keep your eyes open for mines or c4,

find good cover spots,

so don't wonder off in an open field,

or the snpers will consider u target practice.

well HTH

peace

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Subject: Re: Question About Multiplayer

Posted by [HORQWER](#) on Thu, 22 Feb 2007 03:37:44 GMT

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if your are new at renegade you will have a trouble but when you will play renegade more you will know that hints how to kill people fast so that dont kill you first

IO ractice a lot

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Subject: Re: Question About Multiplayer  
Posted by [HORQWER](#) on Thu, 22 Feb 2007 03:38:32 GMT  
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omg i have trouble with words not that the\*\*\*\*\*

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Subject: Re: Question About Multiplayer  
Posted by [puddle\\_splasher](#) on Thu, 22 Feb 2007 06:56:29 GMT  
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The more experienced snipers will hide or move rapidly from side to side whilst head shotting you, for a single hit kill.

As stated above, you must aim very slightly in front of the direction the player is heading. This allows them to run into your bullet as opposed to having it fall short at his back.

Again from above, there are proximity mines that the Hotwires and Technicians have. Generally they are laid at the doors of buildings to guard them from intruders. Walk over these types of mines and they will explode automatically, killing you, without anyone being near you.

Oh and there are some unsavoury and unscrupulous characters out there with very little moral worth, beware of them and their style of game play. Enough said.

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Subject: Re: Question About Multiplayer  
Posted by [Goztow](#) on Thu, 22 Feb 2007 07:54:33 GMT  
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A smart thing to do is to take a tank. You will not get sniped in there usually .

Taking a tank usually is a good idea anyway. A med is usually a good choice for GDI, an art for Nod if you have repairs. If not, a light or flamer/stank depending on map/situation.

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Subject: Re: Question About Multiplayer  
Posted by [cmatt42](#) on Thu, 22 Feb 2007 22:18:18 GMT  
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ferkhat wrote on Wed, 21 February 2007 21:38omg i have trouble with words not that the\*\*\*\*  
That's what the edit button is for.

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Subject: Re: Question About Multiplayer  
Posted by [HORQWER](#) on Fri, 23 Feb 2007 02:21:43 GMT  
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oh  
sorry i dont even dont know how to use forums

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