Subject: Walking with the scope
Posted by DragonFg on Mon, 22 Sep 2003 16:22:20 GMT
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I know that when you zoom in with the sniper or ramjet rifle you don't run anymore you walk. And when I'm in a game zoomed in on another sniper and he is zoomed in on me as well if he walks he becomes really jumpy, like the walk isn't smooth the guy is teleporting 2 feet or so back and forth rapidly, but he is moving in one direction. I guess it's lag of some kind it it seems to happen with some players consistantly and not others. So I was wondering if this is because......

1. My computer is laggy
2. Their computer is laggy
3. The server is laggy
4. It's just a small problem with Renegade itself
5. Or any combonation of these

just wondering.....

Subject: Walking with the scope
Posted by Xtrm2Matt on Mon, 22 Sep 2003 16:46:16 GMT
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The sniper walks when using the scope. I've tried this to see if its true, and it Walks

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Subject: Walking with the scope
Posted by Crimson on Mon, 22 Sep 2003 16:55:47 GMT
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It's a problem with Renegade itself. It almost seems like your client thinks the guy is supposed to run, and the server says he walks... they just disagree on the speed and it creates that effect. If you host non-dedicated, the snipers don't shake which is a huge advantage for hosts.

Subject: Walking with the scope
Posted by DragonFg on Mon, 22 Sep 2003 16:57:16 GMT
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CrimsonIt's a problem with Renegade itself. It almost seems like your client thinks the guy is supposed to run, and the server says he walks... they just disagree on the speed and it creates that effect. If you host non-dedicated, the snipers don't shake which is a huge advantage for hosts.
cool, thanx for the explaination

Subject: Walking with the scope
Posted by Ferhago on Mon, 22 Sep 2003 19:26:09 GMT
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I like msgtpains explanation the best.

"Stop it you god damn flickering fairies"

Subject: Walking with the scope
Posted by Homey on Mon, 22 Sep 2003 19:36:16 GMT
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They move less and less side to side if the nur is higher. It is actually good because it would be way to fucking easy to hs someone walking. Try hosting- that what'd be like.

Subject: Walking with the scope
Posted by Aircraftkiller on Mon, 22 Sep 2003 20:23:47 GMT
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So? That's the disadvantage you'd have of going into scoped mode. Don't like it, don't fire that way.

Subject: Walking with the scope
Posted by Griever92 on Mon, 22 Sep 2003 23:11:51 GMT
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It is a handy way of seeing if someone is Bigheading though. People with Bighead have no need to zoom in, but playing Legit you need to for distances. So, next time your about to accuse someone of Bigheading, watch them first, if they "flicker" They may not be bigheading, but if they're getting a HS every fucking time, well, that sort of incriminates them.

Subject: Walking with the scope
Posted by dufis791 on Tue, 23 Sep 2003 00:19:23 GMT
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can u RUN in snipe mode? like hitting the [shift] key, since it makes you walk in normal mode?

Subject: Walking with the scope
Posted by Homey on Tue, 23 Sep 2003 00:51:23 GMT
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Its better the way it is. Takes alot more skill.

Subject: Walking with the scope
Posted by Aircraftkiller on Tue, 23 Sep 2003 01:40:29 GMT
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Skill? What the fuck are you talking about? It takes goddamn LUCK to hit someone who flickers around at warp nine! There is no skill!!

Subject: Walking with the scope
Posted by DragonFg on Tue, 23 Sep 2003 11:55:33 GMT
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dufis791can u RUN in snipe mode? like hitting the [shift] key, since it makes you walk in normal mode?
Why dont you try it yourself?

Subject: Walking with the scope
Posted by JiggakoZz on Tue, 23 Sep 2003 20:11:26 GMT
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What are you talking about ACK, it takes even more skill to hit someone flickering around than someone who would just move back and forth.

Also, note that the way you move side to side when you're in your scope affects the way you "flicker." Good snipers will seem harder to hit because they have a really good technique.

Tip: turn your scope on and off constantly, this makes your movements even jerkier and harder to hit.

PS: Easy with the GD's ACK....

Subject: Walking with the scope
Posted by Aircraftkiller on Tue, 23 Sep 2003 20:19:58 GMT
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That is such bullshit. "he exploits the game so he's a good sniper because he can flicker at such a speed that he's almost impossible to hit."

Subject: Walking with the scope

Posted by warranto on Tue, 23 Sep 2003 20:29:06 GMT

I must agree. It's not skill to hit someone that flickers. It's luck. In order for it to be skill, you would have to know where the person will reapear so you can have your reticle over that spot when he appears, and fire before he disappears. Since the flickering distances are random, this is impossible to do on a continuous basis.

If there was no flickering, there would be a massive increase in superior snipers (myself included), but it's just luck when you hit someone that flickers a great deal. Keep in mind though that minor flickering can be delt with and isn't that big of a deal. It's more the massive side to side "warping" that is what causeing all the problems.

Subject: Walking with the scope
Posted by Homey on Tue, 23 Sep 2003 20:46:55 GMT

Sigh...the words of shitty snipers who can't take a loss.

Subject: Walking with the scope
Posted by Aircraftkiller on Tue, 23 Sep 2003 21:03:47 GMT

You're an idiot. If I remember correctly, YOU are the shitty sniper. I owned your ass in a sniper game before. I keep a kill\death ratio of above 4.0. Can you say the same, asshole?

I didn't think so, STFU. You don't even know how the engine works, yet you sit there and blather on about it.

Subject: Walking with the scope
Posted by Homey on Tue, 23 Sep 2003 22:40:08 GMT

10kbps server, you really owned me :rolleyes:
If you don't know how to snipe someone moving then don't long range. If anything is luck its close range.

Subject: Walking with the scope
Posted by Aircraftkiller on Tue, 23 Sep 2003 22:55:15 GMT

Excuses, keep making them.

Subject: Walking with the scope
Posted by Homey on Tue, 23 Sep 2003 23:52:05 GMT
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"Stop warping and hiding so i can kill you"
aka stop moving i suck to much to hit anyone that doesnt warp into walls or stand still.

Subject: Walking with the scope
Posted by IceSword7 on Wed, 24 Sep 2003 00:16:45 GMT
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AircraftkillerYou're an idiot. If I remember correctly, YOU are the shitty sniper. I owned your ass in a sniper game before. I keep a kill\death ratio of above 4.0. Can you say the same, asshole?

I didn't think so, STFU. You don't even know how the engine works, yet you sit there and blather on about it.

LMAO LMAO LMAO yea right :rolleyes: ACK own homey's sniper yea ok i played with you once and you couldnt own my sniper (not that i could own yours cuz i suck at sniping) but homey would rip you apart.

Subject: Walking with the scope
Posted by JiggakoZz on Wed, 24 Sep 2003 21:29:42 GMT
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HomeySigh...the words of shitty snipers who can't take a loss.

Ahhh Homey, still rockin'....

Remember the good ole' days?

Subject: Walking with the scope
Posted by Aircraftkiller on Wed, 24 Sep 2003 21:32:55 GMT
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Homey"Stop warping and hiding so i can kill you"
aka stop moving i suck to much to hit anyone that doesnt warp into walls or stand still.

I can hit anyone who moves within the parameters of how Renegade is supposed to operate. I do not fare well hitting people moving at warp nine. Maybe you can, kudos to your superhuman tracking abilities and timing... If that weren't a TOTAL LOAD OF BULLSHIT because you couldn't hit me at all when I was in scoped mode.

"Oh no you can't hit me because of lag, you must suck, because lag causes the same effect! u r n00b homoy!!!" :rolleyes:

Subject: Walking with the scope
Posted by prox on Wed, 24 Sep 2003 22:00:43 GMT
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lol i remember once i played ACK on the pits server... i had a deadeye in the field tunnels getting less than 5 fps and everytime i killed him (aka everytime he popped up) he'd say bullshit.... if someone can own you playing under 5 fps then you suck.

Subject: Walking with the scope
Posted by Homey on Wed, 24 Sep 2003 22:03:40 GMT
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Ack just can't take a loss. Not many snipers beat me long range. So you mean you can only hit people walking into walls or standing still, thought so.

Subject: Walking with the scope
Posted by Aircraftkiller on Wed, 24 Sep 2003 22:36:07 GMT
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It's like arguing with people who have no eyes, no brain, and nothing but their arms to type with...

Subject: Walking with the scope
Posted by Homey on Thu, 25 Sep 2003 00:43:56 GMT
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Yeah such as you who has no life :rolleyes: