Aircraftkiller If you have anything above a ping of 150, you're going to get murdered by people with pings of 1-149

lol...it amazes me how you can call me an idiot when you have no idea what you're talking about.

cl_interp command helps 56k'rs with a ping of 300 play just aswell as someone with a ping of 30...which alot of people are pissed that the netcode was built with 56k'rs in mind.

Im not going into detail here but, The client and server predict where you were standing. Most games use this,but CS:S is only limited to 33-35 packets per second....which needs to be fixed. Packets are being lost or not sent and it's causing the model to lag behind visually to the client...Trust me aim ahead of the direction they are moving and you'll see a big difference in your shots landed.

It'd just be nice for a game with such "realism" to have you hit what you are seeing.

Maybe you should read some of that topic.

in Renegade this aspect was even more stable on hitting dead-on.

It doesnt matter now anyways, I have set up an autoexec.cfg with some settings that improve on the default ones and I find my shots landing alot more often.

Quote:I actually like the whole stunned effect when you were shot. When it first happened to me I thought it was fantastic realism. It wasn't too much that I couldn't do anything, so I thought it was really neat. If it's actually a netcode issue then, oh well.

The stun effect is normal, Im talking about when your bullets arent registring hits on the players hitboxes.

heres a link to a video http://www.roughnex.co.uk/css.rar