Posted by Aircraftkiller on Fri, 04 Feb 2005 07:28:56 GMT
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The flickering with "snipers" (I use the term loosely as none have any real talent or skill) is because of networking code. The server thinks they're running, the client thinks they're walking. Scoped mode causes this. The result is a conflict and you see the flicker movement which is incredibly annoying and helps unskilled players shoot easily because they can't be hit very well... If at all.

This game is not realistic. If you want that, go play CS:S. It's a better game anyway. There is no accuracy penalty, nor is there any recoil. Jump, fall, run, walk, you will have the same accuracy no matter what you do. Yes, it's stupid.

WOL supports all servers.

Type F8 and type in "help" without the quotation marks. It will give you a list of commands, all of which are mostly useless with the exception of client_physics_optimization which improves framerates somewhat.