Posted by Kanezor on Sat, 23 Apr 2005 04:31:00 GMT
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Umm, no. Lag is people skipping around. Framerate issues is everything skipping.

Having a bad framerate can cause higher lag because your processor is processing your graphics more than the network, but you'll hardly notice it, because you'll be noticing the framerate problems. Maybe 200 extra ping, usually.
Having high lag is noticeable by objects (players, vehicles, etc) jumping around. Also, you may think you're getting perfect aim, when in fact, you're totally missing. Other *really* wierd things can happen from lag, such as objects being connected wrong (like in my case, a player looking like he's out of a vehicle, when in fact he's in a vehicle).