
Subject: "Flickering Fairies"

Posted by [The_Chaotic_One](#) on Wed, 19 May 2004 19:37:12 GMT

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CrimsonYes, I agree that we're used to snipers being flickering fairies... but no other game in the world lets you flicker and flit about like you're Neo while you're a sniper. Maybe if surviving as a sniper took a little more skill, less of them would be using their n00b cannons on aircraft in the first place.

Couldn't have said it better myself.

Quote:The client code is programmed to have sniper mode as walking, so they see that. The server thinks it's running. It conflicts and causes the "flicker" effect.

I say we make the server think it is walking. Or we make the client code to be programmed as running. People probably already knew we had to do that, but oh well.
