Subject: WW get some real coders
Posted by Anonymous on Fri, 26 Apr 2002 09:44:00 GMT
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quote:Originally posted by Devon:Yes, but I do wish they would improve the netcode. It uses 20 times the bandwidth/client of the Q3 netcode.This still puzzles me some, since I don't get much higher transfer rates for Renegade than with other FPS games. I think the problem may lie more with how Renegade handles lag compared to the other games. Renegade is also more complicated than Quake3. Not 20x more, but then I'm certainly not seeing 20x more bandwidth usage. At most maybe twice the bandwidth, but that would be expected.[April 26, 2002: Message edited by: kubi0461]