Subject: Re: sticking to walls
Posted by s0meSkunk on Mon, 08 Sep 2008 16:21:09 GMT
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If only newer FPS games did client tell server net code like Renegade does.

I can't stand other online FPS games because of their lag.
I would have never gotten addicted to inf only no basekill, or snipe only, or CTF if this game had the same net code other FPS games have.

I love it.
I press the mouse button, bullets instantly come out, and they hurt what I see them hit, sometimes not right away, if there's lots of lag...but the damage happens.

But worthiness precedes reward, and anti cheat is pretty important...but I know I won't be playing Renegade at all anymore if the same down sides of other FPS games are introduced to it.