Subject: Re: sticking to walls
Posted by sadukar09 on Mon, 08 Sep 2008 19:26:57 GMT

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s0meSkunk wrote on Mon, 08 September 2008 11:21If 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. Seriously, your points have been (even fucking Rocko makes better points than you.) the most retarded arguments in this TT forum. Seriously, cut the lies, and we might be inclined to listen to your bullshit again. (Oh hello, #1 player who doesn't even know how Renegade works, haha.)