Subject: Re: Auto Instant SS on kill?
Posted by EvilWhiteDragon on Thu, 14 Jan 2010 09:58:55 GMT

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Jerad Gray wrote on Thu, 14 January 2010 09:15EvilWhiteDragon wrote on Fri, 08 January 2010 13:43As for bandwidth, normal renegade doesn't use more than 10KB/s on average, but this might be increased with TT (because of better netcode that uses more bandwidth to be more accurate/less laggy).
RP2 runs about 150KB/s while playing on line, usually for me anyways. Must be a map size thing I suppose.
I suspect you mean 150KB/s downstream instead of upstream? I was talking about up.