
Subject: 56kers

Posted by [Anonymous](#) on Thu, 12 Sep 2002 16:22:00 GMT

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I'll save Blazer's fingers and just cut/paste his explanation here:-----Renegade is coded so that each client gets a dedicated slice of the bandwidth. You can even set the value in the config file. What the client does with that bandwidth, the server could care less about. Fast link? Then everything appears smooth and your game is enjoyable. Slow modem and the allocated slice is too much? Then for you the game will lag since you are out of sync. The server doesn't care that you are lagging...it just keeps sending you the data. To the server and everyone else in the game, you aren't moving at all. To you, nobody else is moving or you are seemingly teleporting around. So then you complain and say "laaaaaagggg"...meanwhile everyone else is wondering what your problem is. They see you standing still so they snipe you. But to you the game was on hold while you ran into the refinery, and you then say "OMG how did you snipe me I was inside the building you must be cheating". Kicking the lagging player will have NO effect except to relieve everyone of their *****ing. Again, in other games where bandwidth equalization takes place, kicking the laggy player will help everyone. NOT RENEGADE. Its just a fact that the engine is coded differently, and no amount of Certs or namecalling can change that. The only downside to this netcode is that alot of bandwidth is wasted, which makes the FDS require a huge amount of upstream in comparison to other games. I think its worth it though to get rid of the whole LBP/HPB issue.-----
