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Subject: not lagging but warping

Posted by [flyingfox](#) on Thu, 22 Jul 2004 23:50:31 GMT

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I always thought the problem was the netcode. As far as I've known, the netcode has not changed since Renegade's release. You can say confidently that if the same server owners ran their same servers on a different game, such as Call of Duty, the performance and outbound KBPS would be fine. People wouldn't be hosting dedicated 32 players if they didn't think they had enough bandwidth.

Now maybe you're right in that these servers aren't sending enough packets to each player or however that works again. But the problem is more likely a decrease in performance on your own connection (have you ran any tests lately to check if it's on par?). It just doesn't make sense that the same servers that used to run good run poorer on a game that hasn't changed in coding, unless the servers themselves have actually been downgraded and can't handle the amount of players being used on them.

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