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Subject: Re: same old...

Posted by [Blazer](#) on Mon, 31 Oct 2005 05:56:44 GMT

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Puppy wrote on Sun, 30 October 2005 14:45I was just saying, how can you prove it was them... You can't. Don't get me wrong, renguard was a great idea, but the only downside is that it slows the game for online play.

edited for clarity

RG does not slow down online play. The data that the RG client sends to the RG network is a drop compared the waterfall of game data. I cannot even imagine RG slowing down gameplay unless you were playing on a 1200 baud modem. There is also some silly notion that RG slows you down more if you are on WOL versus GameSpy or RenIP...funny thing is, the RG datastream is the same regardless, which proves right there that some users perceptions are false.

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