Subject: Re: Renegade ressurection?
Posted by Yrr on Sat, 14 Apr 2007 20:54:39 GMT

Jonty wrote on Sat, 14 April 2007 08:43Netcode? Does this mean we might finally be able to play a game of Renegade that doesn't lag into a tree?
If so, I love you.

No, currently I'm working on the NetCode of my mod.
To do something against the lag is planned for later, but this would require both, client and server, to use the mod.

Two hints which should reduce lag as much as possible for standard Renegade:
 - Client and server 'net update rate' should be at maximum (30).
 - sbbo shouln't be too low.