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Subject: Re: Renegade ressurection?

Posted by [EvilWhiteDragon](#) on Sat, 14 Apr 2007 23:05:46 GMT

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CarrierII wrote on Sat, 14 April 2007 18:20Is is possible to rewrite Renegade's netcode and have an FDS serve "Netcode 2.0 Clients" as well as regular ones? (I'm looking at jonwil and the BI people here)

It is probably possible, but it is a whole lot of work. Perhaps even a better idea to get another game and mod that to get as close as possible to renegade.

Also this would increase the server's CPU usage, which is imho already pretty high.

Jonty wrote on Sat, 14 April 2007 08:43Ah, that explains it. Thanks.

Netcode? 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.

Well play on a server which is located as near as possible to your home (so for you atleast EU based) and prefferably has a NUR of 30 and has the wallag fix.

Im not sure which servers are getting close to that specfication, but I know the BI server does.

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