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Subject: Re: sticking to walls

Posted by [s0meSkunk](#) on Tue, 09 Sep 2008 22:25:14 GMT

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Yea, but that's only with sniper type weapons really, which other FPS that have snipers generally act the same way.

When you play Halo at a lan party, everyone's sniper has instant shots like that.

But if they shoot with something like a rocket, or a plasma gun then they have to lead their shots. Maybe Halo's not the best example, but I can also sight Doom.

Doom lan games, you don't have to lead any of your shots except for rockets, plasma gun, and BFG shots.

But when you play those games online, their net code causes horrible lag, and you have to lead your shots with all your guns.

Renegade's net code is a gift from the heavens to people who hate FPS lag, like myself. You don't see me playing much Gears of War or Zdaemon online, even though I love those games to death.

Their net code just ruins their online fun, unless you get a really good ping.

Renegade is so great, that you don't need a good ping, and if you don't have a good ping, you really just have to worry about slipping and sliding and teleporting all over the place, but that one accurate shot can make things go your way, because the lag doesn't interfere with your ability to aim.

I also think Renegade balances this out nicely with their physics.

In other FPS games, you move pretty slowly, and change directions slowly, or in games like Doom, you move really really fast, but then if you want to change which direction you're going, you have to come near to stopping.

Renegade lets you move at your max speed 100% of the time (unless you have scope up) and lets you dodge what would be easy shots in other FPS games.

Psycho strafing FTW.

I love Renegade, and I wish all the great old school inf only servers like LTroush's were still around.

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