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Subject: Re: sticking to walls

Posted by [s0meSkunk](#) on Tue, 09 Sep 2008 22:46:57 GMT

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I haven't played any Halo 3 multiplayer, so considered my Halo experience, Halo CE.

I haven't played any Battlefield games either, but my point was net code, and how it affects a guns design, yet how Renegade's net code does not affect a guns design.

But I did play Goldeneye 007 back when it was out for N64, and yet I don't remember if you had to lead your sniper shots or not, but more because no one played Snipers Only back then.

But I mostly played Doom on PC and online before that.

While I was also playing C&C Tiberian Dawn online and in ladders before Starcraft came out, and Starcraft still gets all the credit for being the first big multiplayer RTS.

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