
Subject: Re: Design of a new, free renegade-like game
Posted by [nopol10](#) on Mon, 09 Aug 2010 09:21:42 GMT

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If you didn't even mention "points-fix" the problem won't even be found anywhere near this new game he is trying to make but now that you mentioned it...

About this new game, chat should be just the way it is in Renegade, on top and easily accessible, with a proper full chat history as well, unlike say Alien Swarm, which makes the chat history disappear for some reason or other.

I'm not sure if you can do anything about my next point but here it is anyway. Lag should not be a major factor in the game. In Renegade I can (read: have to) play on servers with 300 ping rather well but when I enter an UT3 or Renegade X game with the same ping I can't play as well, in fact sometimes its impossible for me to hit any opponent at all.
