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Subject: Re: Design of a new, free renegade-like game

Posted by [reborn](#) on Mon, 09 Aug 2010 09:43:21 GMT

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nopol10 wrote on Mon, 09 August 2010 05:21

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.

StealthEye wrote on Thu, 20 May 2010 01:50

Although they are both called 'ping', you're probably not comparing the same things. Renegade's ping includes processing on both the sending and receiving end, this can easily add a few dozen milliseconds to the ping. Other games likely use raw ICMP pings or something, which may show smaller values.