
Subject: Re: Design of a new, free renegade-like game
Posted by [nopol10](#) on Tue, 10 Aug 2010 00:01:23 GMT

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reborn wrote on Mon, 09 August 2010 17:43
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.

Ah I see, but I am still forced to play UT3 against bots because of how it handles lag etc as R315r4z0r pointed out and since macimania said he'll probably be using the UDK for this, I'm concerned that that will put me off it if it ever got made.