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Subject: Re: Design of a new, free renegade-like game  
Posted by [EvilWhiteDragon](#) on Tue, 10 Aug 2010 00:48:07 GMT  
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R315r4z0r wrote on Mon, 09 August 2010 12:58nopol10 wrote on Mon, 09 August 2010 05:21I'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. Do you want to know why? It's because the Unreal Engine 3 handles lag differently than Renegade. You see, in Renegade, you're position and firing data (client info) is uploaded to the server where all the players then download it and read it. Lag in this case would make your actions delayed or things like that.

However, in UE3, lag translates into bullet delay. You see, when you're lagging in UT3, the shots you make aren't detected when you actually hit the target. (There is obviously more to it than that, but that's the main effect it gives you)

IMO, it's extremely annoying. It makes playing awesome games like Renegade X a lot less fun then they could be. How am I supposed to enjoy it when my bullets pass right through enemy infantry?

On the other hand, renegade's lag free system is a major anti-cheat fuck-up.

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