
Subject: Re: Whose excited for renegade x :D ??
Posted by [iRANian](#) on Sat, 01 Mar 2014 22:06:51 GMT
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it's impossible to 'fix', all that can be done is make it less severe. Which is what the 'fix' does

See:

[http://wiki.beyondunreal.com/UE3:GameInfo_properties_\(UDK\)](http://wiki.beyondunreal.com/UE3:GameInfo_properties_(UDK)) (ctrl+f "speedhack")

The values are set 'tighter' to detect more severe speed hacks but when they're set too tight they ban legit players whose clocks lag behind with the server during gameplay (lag wise?).

As noticed in the actual topic for the 'fix':

<http://renegade-x.com/forums/viewtopic.php?f=13&t=72472>

Quote:All serverowners are asked to correct following settings in their UDKGame.ini file under [Engine.GameInfo] to prevent / reduce speed hacks on servers:
