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Subject: Re: RG users lag????

Posted by [Kanezor](#) on Sat, 08 Oct 2005 00:16:52 GMT

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Renx wrote on Fri, 07 October 2005 18:25: I don't think RG uses bandwidth, so your ping won't be effected.

RenGuard currently uses about 5-10 KiB each way when it first connects, depending on how many files it needs to scan (for example, map files). Then, every time a new map loads, it uses about another 5-10 KiB each way. While it is idle, it uses 512 bytes every 30 seconds.

Compare that to your Renegade client and it's practically nothing. Even a 56k modem can handle it with ease. That doesn't mean you should play Renegade with a 56k modem... your (not anyone else on the server, for those retards that think 56k users causes lag for the entire server) Renegade client most likely will not be able to play any decent-sized game (eg, 16+ players). That is, unless you like playing 4-players-or-less games...?

Edit:

note that those numbers are rough guesstimates with my large installation, your client probably uses less

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