
Subject: Re: [BlackIntel] Wall lag fix v2 and turret fix SERVER AND CLIENT!
Posted by [Sir Kane](#) on Mon, 28 Aug 2006 20:12:27 GMT

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EvilWhiteDragon wrote on Mon, 28 August 2006 10:14

Note: the used bandwidth will increase by this fix. The formula to calculate the increased bandwidth is approx.:

$12 * \text{nur} * \text{playercount}^2$ for servers

$12 * \text{nur} * \text{playercount}$ for the client

Unless Renegade optimized BW usage then it might be different.

Why xor 2?

Also, how the fuck are you getting that equation? It doesn't seem like anything that could be right.
