Subject: Re: [BlackIntel] Wall lag fix v2 and turret fix SERVER AND CLIENT!
Posted by EvilWhiteDragon on Mon, 28 Aug 2006 20:29:32 GMT
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Renx wrote on Mon, 28 August 2006 22:10I doubt anyone in the first page of server will be able to use this. Most of those server, especially the top few, are barely keeping under their bandwidth limits as it is already.
well a0000000a, a0000000b and a0000000c are using it anyway And they are mostly full. a0000000b (12 players) is hosted by me and has most certainly used no more then 50GB bandwidth so....

@silent kane:
We made it so it sends 12 bytes extra at the end of each update nomather you have the fix or not. So it increases each update with 12 bytes.

@ Crimson:
Only for your n00bstories 48p server or does it include the website etc ?