Subject: Re: [BlackIntel] Wall lag fix v2 and turret fix SERVER AND CLIENT!
Posted by StealthEye on Mon, 28 Aug 2006 20:29:51 GMT
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it's not xor, it's to the power of, basically player count * the bandwith increase for every player. 12 is the amount of bytes sent extra per player, nur is the amount of these messages per second, that's why it is 12 * nur * playercount * playercount for the server bandwidth.
Again, I'm not sure on how renegade handles these messages, maybe it sends updates only to those players who are near the soldier, then it might be much less than what this formula suggests.