
Subject: Re: looking for info on renegade netcode
Posted by [Jerad2142](#) on Thu, 19 Apr 2007 14:24:18 GMT
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EvilWhiteDragon wrote on Wed, 18 April 2007 11:20

Jerad Gray wrote on Wed, 18 April 2007 16:33[NEFobby[GEN] wrote on Mon, 05 March 2007 13:42]The mistakes in the original Renegade are clear. Bad netcode

Grins for how much longer do you think this will be true.

Well, I doubt JW will rewrite the whole netcode, as this is something that requires loads of time, and from what I know JW is rather busy already.

Also, this would not be compatible with "original" Renegade installs, as you would have a different netcode. From what I know BHS tries to avoid that at all times.

True, but you have to get a patch to play Renegade, they could make it so the scripts.dll and stuff were installed with the patch. Then everyone could still play.
