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Subject: Re: sticking to walls

Posted by [s0meSkunk](#) on Wed, 10 Sep 2008 02:08:24 GMT

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sadukar09 wrote on Tue, 09 September 2008 18:49So, you go from modern FPS (Halo) to old FPS (Golden Eye) then to RTS? What the hell? I gave you about 60% of the best FPS', and they all have travel time on the Sniper Rifle, so your points are null.

But I've never played them, I hate WW2, and I wouldn't want to play a game about WW2, so how does that make them the best FPS' around????????????

It's more realistic to have travel time on the sniper rifle, I'll agree.

But most FPS games do not have travel time on the sniper rifle.

Leading your shots on an instant travel time is having to deal with lag, it's not design.

Leading my shots with something like the Chaingun or the Rocekt Launcher in Renegade is design.

I don't have to lead my shots in Renegade Online because Renegade has good net code because it lets you fire your gun with no lag, and lets your bullet come out with no lag.

You see your target, that's the target you have to hit.

Thus equaling good online game play because of the net code.

In Halo PC, you see your enemy...but your enemy is not even there.

Your target is where the enemy really is, but your enemy is invisible because of the lag, you're seeing where your enemy was.

So Halo PC, you have to guess where to shoot.

On top of that...you also have trigger lag, you press your mouse button, the gun fires a few seconds later.

On Halo PC, you also have bullet lag. Not only does your gun fire a few seconds later, the bullet appears a few seconds later, AND you have to have the bullet hit your invisible enemy.

THAT's bad net code.

Now, on Halo PC, you don't teleport or slide all over the place, but the game is close to unplayable anyway.

Renegade, you simply slide and warp, and it's only a big problem if the lag is really bad.

You see people shooting where they aren't, which is not a big deal.

How can you guys say Renegade's net code is awful???

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