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Subject: Re: Leaked TT Patch

Posted by [StealthEye](#) on Thu, 20 May 2010 05:50:57 GMT

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Although they are both called 'ping', you're probably not comparing the same things. Renegade's ping includes processing on both the sending and receiving end, this can easily add a few dozen milliseconds to the ping. Other games likely use raw ICMP pings or something, which may show smaller values.

It may be that the Renegade packet processing takes a little long; part of that problem has been addressed in TT, but don't expect to see values equal to those in other games.

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