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Subject: Re: OnLive is out

Posted by [Tunaman](#) on Sat, 20 Nov 2010 07:28:35 GMT

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R315r4z0r wrote on Sat, 20 November 2010 01:18 The way I would think to explain it is that the game you are playing on is hosted on one server. All of the other people in the same game are also connecting to that server. There is no lag because all of the players are technically sharing the same client.

Basically, think of multiplayer matches sort of like giant LAN parties.

the lag would be from your input taking so long to be sent to the server, and then the corresponding wait for the video to stream back to you..

they weren't talking about the lag that you get between players because of distance from one another. the fact that you all play on the same server doesn't change anything about the latency between you and that server.

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