
Subject: RenGuard 1.03 scheduled for release!
Posted by [nastym4n](#) on Fri, 14 May 2004 09:51:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

good good. Great application, massively appreciated.

Can u make it send smaller packets?

Anytime I have more than like 1 skin in Data it lags me out really bad sending the data to the server.

As soon as I remove my skins the lagging (mainly) stops.

I assumed (please no-one give me the ass me u shit or ill hav to kill you) that big lag with skins, but no lag without meant (ahem) big packets.

Whats the score?
