
Subject: WW get some real coders
Posted by [Anonymous](#) on Thu, 25 Apr 2002 13:05:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

WW why can't you get some real coders? In all seriousness..

Subject: WW get some real coders
Posted by [Anonymous](#) on Thu, 25 Apr 2002 19:12:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Dude you really are a 11 year old kid this is the second time you post against westwood! Well make those coders yourself! Oh wait, you don't have the stuff for it, and you don't know how, and you don't have the time!!!! So quit bugging westwood until you can do a better job yourself!

Subject: WW get some real coders
Posted by [Anonymous](#) on Thu, 25 Apr 2002 19:47:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

While I can't particularly say I like their system, you have to have respect for any company that can turn max models into collidable terrain!

Subject: WW get some real coders
Posted by [Anonymous](#) on Fri, 26 Apr 2002 05:50:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Renegade is the only game at the moment, in which a player can go from a foot soldier to a tank driver. There is Op Flash but there are no bases, no production centers, and you are usually stuck with one class (eg M-gunner)...Gotta admire WW!!

Subject: WW get some real coders
Posted by [Anonymous](#) on Fri, 26 Apr 2002 06:32:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yes, but I do wish they would improve the netcode. It uses 20 times the bandwidth/client of the Q3 netcode.

Subject: WW get some real coders
Posted by [Anonymous](#) on Fri, 26 Apr 2002 09:26:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

And rightly so, seeing as how this game is easily 20 times as beefy as any Quake.

Subject: WW get some real coders

Posted by [Anonymous](#) on Fri, 26 Apr 2002 09:44:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by Devon:Yes, but I do wish they would improve the netcode. It uses 20 times the bandwidth/client of the Q3 netcode.This still puzzles me some, since I don't get much higher transfer rates for Renegade than with other FPS games. I think the problem may lie more with how Renegade handles lag compared to the other games. Renegade is also more complicated than Quake3. Not 20x more, but then I'm certainly not seeing 20x more bandwidth usage. At most maybe twice the bandwidth, but that would be expected.[April 26, 2002: Message edited by: kubi0461]

Subject: WW get some real coders

Posted by [Anonymous](#) on Fri, 26 Apr 2002 10:00:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

All they need is jet packs,disc launchers,plasma guns,and shrikes.....

Subject: WW get some real coders

Posted by [Anonymous](#) on Fri, 26 Apr 2002 10:10:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Renegade more complex than Q3? How so? They are both basically the same thing tech-wise.In any case, I seem to remember that Q3 needs about 1-1,5 kbit/s bandwidth per client (and this was confirmed by someone else a while ago) and Renegade needs around 20 kbit/s per client.

Subject: WW get some real coders

Posted by [Anonymous](#) on Fri, 26 Apr 2002 11:18:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Dont need no stinking shrikes... Get me a thundersword.

Subject: WW get some real coders

Posted by [Anonymous](#) on Fri, 26 Apr 2002 13:00:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by Firefly:Dont need no stinking shrikes... Get me a thundersword.I prefer shrikes to shoot down the thunderswords I just LOVE the bomber tailgunners. One guy sees me

blowing up his bomber that he was being a tailgunner on and just starts looking around completely ignoring me
