

Lag

Lag, or sometimes also lagg (slang) means a phenomenon, that is most prominently felt during fast paced [shooters](#) but also in [RTS](#) games, when playing via network, particularly, the internet. As information is transmitted in packages over the network, the transmission of data may show a delay of one or more packages in comparison to normal round trip times from the client to the server and back. The quality of the connection can vary during a match, so lag can appear at any time, even when starting out with a nice connection. If the so called latency time spikes, it is usually noticable by the way objects move, including one's self. Instead of a straight smooth movement, the object jumps in a teleportation like fashion. This is especially annoying if the game relies heavily on tracking that object, like when aiming on an opponent player in a shooter. The probability of missing will be highly increased with no fault of the player himself.

This can also happen, if [loss](#) occurs (e. g. when playing via wireless [lan](#)), and it may also happen right from the start, if the ping value (=latency time) is high from the start. Which value is acceptable for the game experience, depends strongly on the game you play. While a ping of 150 ms can still be quite playable for [Star Trek: Voyager Elite Force](#), with [counter-strike](#) it leaves much to be desired.

[[games_database](#)] [[game_related_terms](#)]

From:

<https://mwohlauer.d-n-s.name/wiki/> - **mwohlauer.d-n-s.name** / **www.mobile-infanterie.de**

Permanent link:

https://mwohlauer.d-n-s.name/wiki/doku.php?id=en:network_terms:lag&rev=1648849148

Last update: **2022-04-01-21-39**

