Subject: Re: sticking to walls
Posted by StealthEye on Fri, 05 Sep 2008 22:14:33 GMT
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Renegade has insanely bad netcode. The reason why it works a bit is because they trust the client way too much. The reason you can actually hit things on renegade is because the client tells the server what damage it's doing. Cheaters love that. Ever noticed you can be shot "through" the rock even after standing behind a rock for a few minutes? That's because of renegade's netcode. Ever seen how sometimes splash damage does not seem to occur where you shoot? Blame renegade's netcode. Ever noticed how other players can apparently damage you even if they are missing completely? I've lagged a circle around the AGT once, yep. Renegade netcode at its finest.
I know the exact reason why each of these effects occur, yet it's very hard to fix. I can't say it's the worst netcode ever; good netcode is rather hard to write and there's always something that is disappointing about a certain implementation, but Renegade's is most certainly not the best I've seen. Far from that.