Subject: Re: sticking to walls
Posted by EvilWhiteDragon on Sun, 07 Sep 2008 10:31:24 GMT
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The Renegadenetcode is build so that it would be playable even with shitloads of lag. To be able to properly play with high ping, you need the client to tell the server what it hit, and how much damage it did.
While in theory it is nice that the client can tell this, in practise it also throws the door wide open to cheaters. We are looking for ways to lessen the things the client determines, and increase the things the server determines. By doing so, a lot of cheats would directly become unusable.

Unfortunately, this discribed wall hugging can't be one of them without rewriting the entire netcode, as now the movement is "evened out" thanks to lag reduction. Meaning that the server never get's told that you moved back and fort from behind the way and back.