Subject: Re: sticking to walls
Posted by EvilWhiteDragon on Mon, 08 Sep 2008 09:58:29 GMT
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s0meSkunk wrote on Mon, 08 September 2008 04:07EvilWhiteDragon wrote on Sun, 07 September 2008 06:31The 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.

That sounds nice and all, but would it mean that you're going to change the netcode so trigger lag, bullet lag, etc. is increased or even introduced to the game????

I've been playing the game since 2002, and I play a fairly balanced mix of inf only, snipe only, CTF, and AOW...and the only times I notice lag is when the server teleports me to where it thinks I am, or when look like they're shooting what they're not.
That's not a big deal to me, and I don't know why it would ever be a big deal to anyone else.
We're at the very least trying not to introduce any more lag, but, we also want to make cheating as hard as possible. And in theory, to make it totally cheat proof, everything would have to be done on the server. Of course that's impossible, so that is not going to happen, but we're looking for a decent balance betwwen cheat-resistant and lag-free.