Subject: Re: Design of a new, free renegade-like game
Posted by JohnDoe on Thu, 12 Aug 2010 00:52:43 GMT
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EvilWhiteDragon wrote on Wed, 11 August 2010 18:15JohnDoe wrote on Wed, 11 August 2010 23:15EvilWhiteDragon wrote on Wed, 11 August 2010 22:32JohnDoe wrote on Wed, 11 August 2010 15:25[NEFobby[GEN] wrote on Tue, 10 August 2010 00:21]It's all about the difference between client-side hit detection and server-side hit detection. A lot of older games had client-side, and newer games have server-side. There are exceptions.

Server-side hit detection:

+ Excellent way to thwart client cheats

- Hits must be registered with the server; a laggy server = shots are made an X amount of time after pulling the trigger, depending on the ping.

Client-side hit detection:

+ All shots register instantly

- Client cheats are easy to make, use, and are difficult to get rid of completely.

Client-side hit detection is horrible, but Westwood would've made an even worse game with server-side hit detection.

Most good modern games use unlagged server-side netcode. I'm not sure how exactly the UT3 netcode handles it (most likely badly because Epic don't give a shit about PC multiplayer anymore), but with Quake Live it leads to every shot counting as long as your ping is under 80. Technically modern games use server-side, but practically it's client-side detection.

Actually, I guess what makes Renegade's netcode so horrible is the delayed movement because that's handled on the client's side as well...hit detection is the lesser of the evils
No, if the ping is low enough (the effective ping) then the experience will be the same, simply because humans don't notice a 100ms delay.

What exactly are you talking about? Renegade? Unlagged server-side netcode?

It probably doesn't matter because the humans don't notice a 100ms delay part means you're a complete tard anyway...wtf aren't you supposed to be a coder or something? No wonder you people are useless.

Troop...Westwood being horrible at making videogames doesn't really help a general argument

(well it's not really an argument because every noteworthy modern engine uses unlagged sside hit detection).

aha, that tt guy isn't a coder...still an idiot
I was talking about your statement that it was practically clientside. It is not. It might do a slight correction based on the ping, but the hit detection is still serverside. Clientside hit detection only works as long as you can trust the client. Which so happens to be *NEVER*. Therefor as a coder you would have to look into alternatives, like using the ping as a correction factor.
A simple example of this would be the following. The player shoots at something, due to a ping of 100, the shot arrives at the 100ms late. The target may have moved away. The server could correct this by comparing the location of the shot, and the place where the target was 100ms ago. This would solve most of the lag issues, but is difficult to implement correctly and efficiently.

http://esreality.hexus.net/?a=post&id=1768002

read the comments if you're really interested

there is no slight correction. there is total correction aka backwards reconciliation aka the server accurately calculating what you saw on your screen by maintaining a cache of snapshots or no correction (if your ping's too high).

i played quake live, et and warsow often enough to know that the aiming is just like in renegade even though it's calculated server-side. if it's in your crosshair and you click - it takes damage. you don't lead your shots like in old server side calculated games (halo pc is the worst example of this...horrible server side netcode). the only difference is that the movement isn't fucked and delayed

i still don't understand the ridiculous "humans don't notice 100ms" statement. i notice 30ms and i'm sure everyone else does...just play a single player game for comparison...or imagine your mouse lag 30 ms and you'll go crazy. 125hz = standard mouse = 8ms delay i believe...gaming mice have 1 ms delay for a reason