Subject: sticking to walls
Posted by DrasticDR on Thu, 04 Sep 2008 21:42:50 GMT
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please tell me this shit is getting fixed

Subject: Re: sticking to walls
Posted by Craziac on Thu, 04 Sep 2008 22:05:57 GMT
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If you mean the lagging you get as you slide along a wall, I believe it is fixed.

Subject: Re: sticking to walls
Posted by nope.avi on Thu, 04 Sep 2008 22:23:57 GMT
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When I installed scripts 3.4.4 it stopped for me.

Subject: Re: sticking to walls
Posted by Lone0001 on Thu, 04 Sep 2008 23:22:25 GMT
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When I installed Scripts 3.4.4 the amount I got stuck somewhere with a tank(because of lag pulling me back) increased...

Subject: Re: sticking to walls
Posted by nopol10 on Fri, 05 Sep 2008 01:17:22 GMT
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I still lag when jumping along the wall with 3.4.4

Subject: Re: sticking to walls
Posted by Jamie or NuneGa on Fri, 05 Sep 2008 01:40:25 GMT
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I still get wall lag with 3.4

Subject: Re: sticking to walls

Posted by _SSnipe_ on Fri, 05 Sep 2008 01:48:15 GMT
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Nune wrote on Thu, 04 September 2008 18:40I still get wall lag with 3.4
dont think they can fix it since its part of the net code

Subject: Re: sticking to walls
Posted by Canadacdn on Fri, 05 Sep 2008 04:02:44 GMT
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If by "sticking to walls" you mean the problem of actually getting stuck in walls, the answer is they
probably can't fix it. Ren's engine uses the shit-tacular worldbox system for collision detection
which does not work very well with angled walls or pretty much anything that doesn't look like a
square.

Subject: Re: sticking to walls
Posted by liquidv2 on Fri, 05 Sep 2008 04:27:42 GMT
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well then the answer is someone needs to do some remodeling and make square infantry

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Subject: Re: sticking to walls
Posted by Goztow on Fri, 05 Sep 2008 06:25:27 GMT
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The sticking to the wall caused by a code problem has been solved a long time ago. BI released
its fix for that and it was then imported in scripts.

The getting stuck to walls because of lag can never be solved. Ren's netcode is just horrible.

Getting the "tank bug", where your tank seems to lag forward, which gets solved when you go out
of it and back in, will be solved in TT.

Subject: Re: sticking to walls
Posted by StealthEye on Fri, 05 Sep 2008 07:51:41 GMT
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Quote:When I installed Scripts 3.4.4 the amount I got stuck somewhere with a tank(because of lag
pulling me back) increased...If I understand you well, that is a serverside effect and therefore not
related to the version of scripts.dll you are using (if anything, it's the version the server is using).

For the ones of you still getting wall lag: Make sure you play on a server that has the fix. It only

works if both the server and the client have the fix installed (ie. have a recent enough version of scripts.dll).

Subject: Re: sticking to walls
Posted by Lone0001 on Fri, 05 Sep 2008 16:28:39 GMT
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This has happened to me on every server though...

Subject: Re: sticking to walls
Posted by s0meSkunk on Fri, 05 Sep 2008 17:01:15 GMT
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Goztow wrote on Fri, 05 September 2008 02:25Ren's netcode is just horrible.

Someone shoot this guy please.

Renegade's net code is better than any other FPS I've played online.

Doom³ zDaemon, Gears of War, Fear, Unreal Tournament, and Halo PC was just the worst out of all of them.

How can someone say Ren's netcode is horrible when there's no shot lag, no leading, no trigger lag, no host advantage? (with exception to people putting up their scope, cause it makes the host see them as walking)

Subject: Re: sticking to walls
Posted by Goztow on Fri, 05 Sep 2008 17:04:59 GMT
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Are we playing the same game?

Subject: Re: sticking to walls
Posted by s0meSkunk on Fri, 05 Sep 2008 17:36:37 GMT
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So...you have shot lag somehow???????
You have to lead shots with your sniper rifle???

Cause in those games I mentioned, you have to lead every shot with every weapon.

Even the sniper rifle, which is supposed to be an instant shot kind of weapon.

In those games I mentioned, host has no lag, no need to lead shots.

Halo PC, you don't even know where your enemies are.
You see where they were, and you have to shoot where they are, and lead the shot on top of that.

So you have to hit some invisible target, and lead your shot to hit that invisible target.

That's bad net code.

Renegade has insanely good net code.

Subject: Re: sticking to walls
Posted by Jamie or NuneGa on Fri, 05 Sep 2008 21:48:15 GMT
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how long have you been playing renegade?

I get trigger lag most days, there is definatly host advantage although due to the variety of players it varies.

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.

Subject: Re: sticking to walls
Posted by s0meSkunk on Sat, 06 Sep 2008 03:34:24 GMT
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I'd rather have lag that gives me graphical inaccuracies (shows me the enemy is missing) than have lag make me miss.

There's no trigger lag.
There is the graphical lag you mentioned.

Subject: Re: sticking to walls
Posted by GEORGE ZIMMER on Sat, 06 Sep 2008 04:00:57 GMT
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STICKING IN WALLS WAS INTENDED
KEEP IT THAT WAY

Subject: Re: sticking to walls
Posted by nikki6ixx on Sat, 06 Sep 2008 19:42:26 GMT
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s0meSkunk wrote on Fri, 05 September 2008 12:01
Renegade's net code is better than any other FPS I've played online.

That's some evil skunk you're smoking, bud.

Subject: Re: sticking to walls
Posted by sadukar09 on Sat, 06 Sep 2008 19:52:04 GMT
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s0meSkunk wrote on Fri, 05 September 2008 22:34I'd rather have lag that gives me graphical
inaccuracies (shows me the enemy is missing) than have lag make me miss.

There's no trigger lag.
There is the graphical lag you mentioned.
I don't know if you are stupid, or horribly misinformed about Renegade.

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.

Subject: Re: sticking to walls
Posted by Herr Surth on Sun, 07 Sep 2008 10:35:12 GMT
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s0meSkunk wrote on Fri, 05 September 2008 12:36

Renegade has insanely good net code.
I rest my case.

Subject: Re: sticking to walls
Posted by s0meSkunk on Mon, 08 Sep 2008 02:07:33 GMT
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EvilWhiteDragon 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.
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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.

Subject: Re: sticking to walls
Posted by Goztow on Mon, 08 Sep 2008 06:42:49 GMT
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If anything, TT will reduce lag. They're implementing several fixes to do this. But the insanely bad netcode Ren has makes it impossible to really remove lag without access to the source code.

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.
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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.

Subject: Re: sticking to walls
Posted by s0meSkunk on Mon, 08 Sep 2008 16:21:09 GMT
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If only newer FPS games did client tell server net code like Renegade does.

I can't stand other online FPS games because of their lag.
I would have never gotten addicted to inf only no basekill, or snipe only, or CTF if this game had the same net code other FPS games have.

I love it.
I press the mouse button, bullets instantly come out, and they hurt what I see them hit, sometimes not right away, if there's lots of lag...but the damage happens.

But worthiness precedes reward, and anti cheat is pretty important...but I know I won't be playing Renegade at all anymore if the same down sides of other FPS games are introduced to it.

Subject: Re: sticking to walls
Posted by CarrierII on Mon, 08 Sep 2008 16:23:30 GMT
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Just a small point... you're supposed to lead targets in Unreal.

Subject: Re: sticking to walls
Posted by nope.avi on Mon, 08 Sep 2008 16:25:34 GMT
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and most fps games....

Subject: Re: sticking to walls
Posted by sadukar09 on Mon, 08 Sep 2008 19:26:57 GMT
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s0meSkunk wrote on Mon, 08 September 2008 11:21If only newer FPS games did client tell server net code like Renegade does.

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I love it.
I press the mouse button, bullets instantly come out, and they hurt what I see them hit, sometimes not right away, if there's lots of lag...but the damage happens.

But worthiness precedes reward, and anti cheat is pretty important...but I know I won't be playing Renegade at all anymore if the same down sides of other FPS games are introduced to it. Seriously, your points have been (even fucking Rocko makes better points than you.) the most retarded arguments in this TT forum. Seriously, cut the lies, and we might be inclined to listen to your bullshit again. (Oh hello, #1 player who doesn't even know how Renegade works, haha.)

Subject: Re: sticking to walls
Posted by s0meSkunk on Tue, 09 Sep 2008 21:05:31 GMT
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I don't see what I lied about.
If you can point that out, that'd be nice.

Or you can keep acting like a jerk, and I can take my nice posts to a forum that appreciates nice people, like the people who actually like being married forum.

That's a nice place where everyone can have fun.

I know you have to lead your shots for certain weapon types in other games, but sniper weapons are generally instant shot weapons.

You have to lead your shots in Renegade if you use a rocket launcher, a tank, or a chain gunner or something.

But if you're using a sniper, or Raveshaw, or Mobius, no need. Cause there's no trigger lag, or shot lag, or bullet lag, or what have you.

In Gears of War, everyone has to lead with their sniper except for the host.
The host, who experiences no lag, has a sniper rifle that's pretty similar to Renegade's, except it only has one shot.

But it's an instant affect, and if you're host, you don't have to lead your shot.
In Renegade, if you're playing snipe only, you don't lead your shot.
You fire when your reticle is aiming at their head, and as long as their head is on the dot in your reticle when you fire your gun, they will die.

Subject: Re: sticking to walls
Posted by u6795 on Tue, 09 Sep 2008 21:40:41 GMT
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Except the thing is a lot of games make you lead your shots on purpose. It's called physics.

Renegade has INSTA-DEATH upon clicking due to it being an arcadey game and I don't think they intended it to be like that.

Subject: Re: sticking to walls
Posted by s0meSkunk on Tue, 09 Sep 2008 22:25:14 GMT
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Yea, but that's only with sniper type weapons really, which other FPS that have snipers generally act the same way.

When you play Halo at a lan party, everyone's sniper has instant shots like that.

But if they shoot with something like a rocket, or a plasma gun then they have to lead their shots. Maybe Halo's not the best example, but I can also sight Doom.

Doom lan games, you don't have to lead any of your shots except for rockets, plasma gun, and BFG shots.

But when you play those games online, their net code causes horrible lag, and you have to lead your shots with all your guns.

Renegade's net code is a gift from the heavens to people who hate FPS lag, like myself.
You don't see me playing much Gears of War or Zdaemon online, even though I love those

games to death.
Their net code just ruins their online fun, unless you get a really good ping.

Renegade is so great, that you don't need a good ping, and if you don't have a good ping, you really just have to worry about slipping and sliding and teleporting all over the place, but that one accurate shot can make things go your way, because the lag doesn't interfere with your ability to aim.

I also think Renegade balances this out nicely with their physics.
In other FPS games, you move pretty slowly, and change directions slowly, or in games like Doom, you move really really fast, but then if you want to change which direction you're going, you have to come near to stopping.

Renegade lets you move at your max speed 100% of the time (unless you have scope up) and lets you dodge what would be easy shots in other FPS games.
Psycho strafing FTW.

I love Renegade, and I wish all the great old school inf only servers like LTroush's were still around.

Subject: Re: sticking to walls
Posted by sadukar09 on Tue, 09 Sep 2008 22:33:46 GMT
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I don't see Halo's rifle having instant hit, the bullet can actually bounce back and KILL YOU.

http://ie.youtube.com/watch?v=qXfwd4_ydLM

Any battlefield games have travel time on Sniper rifles, which constitutes most of the best FPS' so your logic doesn't work.

Subject: Re: sticking to walls
Posted by s0meSkunk on Tue, 09 Sep 2008 22:46:57 GMT
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I haven't played any Halo 3 multiplayer, so considered my Halo experience, Halo CE.

I haven't played any Battlefield games either, but my point was net code, and how it affects a guns design, yet how Renegade's net code does not affect a guns design.
But I did play Goldeneye 007 back when it was out for N64, and yet I don't remember if you had to lead your sniper shots or not, but more because no one played Snipers Only back then.

But I mostly played Doom on PC and online before that.
While I was also playing C&C Tiberian Dawn online and in ladders before Starcraft came out, and Starcraft still gets all the credit for being the first big multiplayer RTS.

Subject: Re: sticking to walls
Posted by sadukar09 on Tue, 09 Sep 2008 22:49:41 GMT
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So, you go from modern FPS (Halo) to old FPS (Golden Eye) then to RTS? What the hell? I gave you about 60% of the best FPS', and they all have travel time on the Sniper Rifle, so your points are null.

Subject: Re: sticking to walls
Posted by Ethenal on Tue, 09 Sep 2008 23:13:16 GMT
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Leading your shots is not lag... it's design. And how the fuck can you possibly say that Renegade has good netcode, even though it cant even track targets at long distances correctly (e.g. opposite sides of the city bridge)?

Subject: Re: sticking to walls
Posted by s0meSkunk on Wed, 10 Sep 2008 02:08:24 GMT
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sadukar09 wrote on Tue, 09 September 2008 18:49So, you go from modern FPS (Halo) to old FPS (Golden Eye) then to RTS? What the hell? I gave you about 60% of the best FPS', and they all have travel time on the Sniper Rifle, so your points are null.

But I've never played them, I hate WW2, and I wouldn't want to play a game about WW2, so how does that make them the best FPS' around???????????

It's more realistic to have travel time on the sniper rifle, I'll agree.

But most FPS games do not have travel time on the sniper rifle.

Leading your shots on an instant travel time is having to deal with lag, it's not design.

Leading my shots with something like the Chaingun or the Rocekt Launcher in Renegade is design.

I don't have to lead my shots in Renegade Online because Renegade has good net code because it lets you fire your gun with no lag, and lets your bullet come out with no lag.
You see your target, that's the target you have to hit.
Thus equaling good online game play because of the net code.

In Halo PC, you see your enemy...but your enemy is not even there.
Your target is where the enemy really is, but your enemy is invisible because of the lag, you're seeing where your enemy was.

So Halo PC, you have to guess where to shoot.
On top of that...you also have trigger lag, you press your mouse button, the gun fires a few seconds later.

On Halo PC, you also have bullet lag. Not only does your gun fire a few seconds later, the bullet appears a few seconds later, AND you have to have the bullet hit your invisible enemy.

THAT's bad net code.

Now, on Halo PC, you don't teleport or slide all over the place, but the game is close to unplayable anyway.

Renegade, you simply slide and warp, and it's only a big problem if the lag is really bad.
You see people shooting where they aren't, which is not a big deal.

How can you guys say Renegade's net code is awful????

Subject: Re: sticking to walls
Posted by GEORGE ZIMMER on Wed, 10 Sep 2008 03:54:55 GMT
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BECAUSE YOU'RE A TROLL, NOW GET OUT

Subject: Re: sticking to walls
Posted by s0meSkunk on Wed, 10 Sep 2008 07:16:36 GMT
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Subject: Re: sticking to walls
Posted by StealthEye on Wed, 10 Sep 2008 08:18:33 GMT
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The stuff you are talking about is not netcode. It was decided to be done that way because of one single reason: They realized their netcode was not good enough to do it like other games. There is actually a flag you can set to enable this behaviour in renegade, anyone remember the "untrust" stuff in BIATCH? The reason it does not work very well is a direct result of the bad netcode.

A result of the decision to make the client responsible for the damaging instead is a godsend for cheaters. It's the main reason why so many cheats are possible in Renegade.

Renegade has, without doubt, no good netcode at all. The things you are talking about are design decisions, a result and basically prove of Renegade's bad netcode.

Subject: Re: sticking to walls
Posted by s0meSkunk on Wed, 10 Sep 2008 09:58:35 GMT
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Well whatever.

It's much better than what I have to deal with in other FPS games.

I wish the anti cheat could keep up however : (

Subject: Re: sticking to walls
Posted by sadukar09 on Wed, 10 Sep 2008 10:40:11 GMT
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s0meSkunk wrote on Wed, 10 September 2008 04:58Well whatever.

It's much better than what I have to deal with in other FPS games.

I wish the anti cheat could keep up however : (
Please tell me you are stupid, is Battlefield 2142 in World War 2? Battlefield 2 is in World War 2 also isn't it? How about Call of Duty 4 Modern Combat?

Subject: Re: sticking to walls
Posted by s0meSkunk on Wed, 10 Sep 2008 11:31:29 GMT
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Stealth summed it up just fine dude.

Subject: Re: sticking to walls
Posted by u6795 on Wed, 10 Sep 2008 19:06:31 GMT
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You seem like you have no idea what you're talking about. Funny I say this because I don't have that much of a clue when it comes to the Renegade engine myself, but still.

Subject: Re: sticking to walls

Posted by Jerad2142 on Thu, 18 Sep 2008 13:44:49 GMT

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Goztow wrote on Fri, 05 September 2008 00:25The sticking to the wall caused by a code problem has been solved a long time ago. BI released its fix for that and it was then imported in scripts.

The getting stuck to walls because of lag can never be solved. Ren's netcode is just horrible.

Getting the "tank bug", where your tank seems to lag forward, which gets solved when you go out of it and back in, will be solved in TT.
Getting out and then back in works too...

Subject: Re: sticking to walls
Posted by StealthEye on Thu, 18 Sep 2008 15:04:29 GMT

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Nope, not always.

Subject: Re: sticking to walls
Posted by Jerad2142 on Thu, 18 Sep 2008 15:19:26 GMT

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StealthEye wrote on Thu, 18 September 2008 09:04Nope, not always.
Try, try again.