

---

Subject: Commando : Open Source

Posted by [PiMuRho](#) on Sat, 18 Sep 2004 06:20:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

There's two types of physics - server-side and client-side.

Anything done server-side is calculated by the server and the data sent to all the clients. This is for stuff that is essential that all players receive the accurate data. For example - a large rock on top of a cliff. If it's pushed off, each client needs to know the exact position in case it affects anything (or themselves). Obviously, any server-side data is passed to each client, so this increases the bandwidth requirements.

Client-side stuff is easier. It's calculated on each client machine, because the data isn't a necessary part of the gameplay. The ragdoll death animations you see in games like Far Cry, UT2004 etc are examples of this. Anything processed client-side will appear slightly differently for each player.

The buggy in HL2 singleplayer has quite a lot of physical simulation going on. The wheels are properly simulated, as is the suspension and the body. To use it in multiplayer, you'd have to tone the physics down quite a lot until you found an acceptable balance between simulation and playability. It'd still be a damn sight better than Renegade's vehicle physics, though

---