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.