
Subject: Re: Design of a new, free renegade-like game
Posted by [\[NE\]Fobby\[GEN\]](#) on Tue, 10 Aug 2010 05:21:44 GMT
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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.

Back on topic

Like a lot of others are mentioned, to me, the best part about Renegade is the base systems. I think a lot of us are bored of Deathmatch, Capture the Flag, and all of those other overdone gamemodes. C&C mode allows dynamic gameplay to take place. The teams that work together are rewarded; the ones that don't watch their buildings are punished and crippled. I love how each building has a roughly equally devastating, but different effect on the team.

I wish you the best of luck on your project. The UDK is a fantastic engine and you'll have fun modding it. If your team needs anything, talk to us, our team (Renegade X) can help you out in any way we can.
