
Subject: Re: Design of a new, free renegade-like game
Posted by [R315r4z0r](#) on Wed, 11 Aug 2010 03:44:02 GMT

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With that Client/Server side hit detection... thinking more on it, I realize it's just complete nonsense to have it serverside. Sure, it prevents cheaters, but so what? Why should the game's quality and entertainment value be so permanently and dramatically reduced just because there is fear that a cheater might come in and make in even worse?

Cheaters are temporary, server-side hit detection is permanent. When you weigh it out, it really doesn't make any sense to have it that way. It would just be better to risk having cheaters than to have to suffer through dramatic losses in play value.

I'll tell you right now, I'd still be playing Renegade X 0.5 regularly and frequently if the hit detection was more responsive. To me, it lowers the enjoyability of the mod 80%. When I say dramatic, I mean dramatic. I'd much prefer to deal with the occasional cheater; in fact, I'd gladly put up with them if it meant having more responsive hit detection.

It seems I went off on a tangent there... sorry. But, trying to tie it in with the topic, if you do make your own game, try to see if it's at all possible to adjust the hit detection. If you can't, then you can't... but it's something that would really benefit the game when you finish.
