
Subject: Re: Design of a new, free renegade-like game
Posted by [EvilWhiteDragon](#) on Wed, 11 Aug 2010 08:39:17 GMT
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R315r4z0r wrote on Wed, 11 August 2010 05:44 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. I'm sorry, but your connection is just fucked then.

I would bother about clientside hit detection, because it makes cheating 100% easier. It would allow for ROF, WallHacks and really effective aimbots. I'm sure clientside hit detection could lead to way more annoying cheats. Hell, coming to think of it, Renegade got off rather lightly, probably because not too many people were interested in cheating this game and had the skill to do so.
