
Subject: Re: Design of a new, free renegade-like game
Posted by [nopol10](#) on Wed, 11 Aug 2010 09:58:58 GMT

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

The hit detection system is actually fine and makes sense, an example of which would be in Team Fortress 2 where there are plenty of servers that are located in or close to where I live and also plenty of players. It just becomes a rather big problem in games like UT3 where there aren't any low ping servers or games with a smaller player base. On one hand, games with small player bases cannot afford to split the player base by having too many servers in different places yet on the other hand it needs to give players a great experience to keep them interested and involved. I don't actually think this problem can be solved all that easily.

EDIT: On another note, my post count is now in binary. I actually have 10 posts, not 1010.
