

---

Subject: Re: Design of a new, free renegade-like game  
Posted by [trooprm02](#) on Wed, 11 Aug 2010 18:24:24 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

JohnDoe wrote on Wed, 11 August 2010 08:25

Client-side hit detection is horrible, but Westwood would've made an even worse game with server-side hit detection.

Actually, they've included server side hit detection from the start....UseLagReduction (you can find it in /data/svrcfg\_cnc.ini even), if you've ever tried it you'll see why doing it on the client is such a better idea.

@mac, I like this guy...he seems to know what he is talking about. Have you ever modded Renegade itself? I think it would be great if you could create a few bugfixes for Renegade itself, instead of creating an entirely new game (TT anyone?). Also, the UT3 engine is very boring so I hope you don't go that route...

---