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Subject: Re: Design of a new, free renegade-like game  
Posted by [EvilWhiteDragon](#) on Wed, 11 Aug 2010 20:32:52 GMT  
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JohnDoe wrote on Wed, 11 August 2010 15:25[NEFobby[GEN] wrote on Tue, 10 August 2010 00:21]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.

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

Most good modern games use unlagged server-side netcode. I'm not sure how exactly the UT3 netcode handles it (most likely badly because Epic don't give a shit about PC multiplayer anymore), but with Quake Live it leads to every shot counting as long as your ping is under 80. Technically modern games use server-side, but practically it's client-side detection.

Actually, I guess what makes Renegade's netcode so horrible is the delayed movement because that's handled on the client's side as well...hit detection is the lesser of the evils  
No, if the ping is low enough (the effective ping) then the experience will be the same, simply because humans don't notice a 100ms delay.