Subject: Re: Design of a new, free renegade-like game
Posted by [NE]Fobby[GEN] on Thu, 12 Aug 2010 00:03:44 GMT
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I think a player's experience in a 'server-side' hit detection game depends almost entirely on their connection and the location of the server. The higher your ping, the longer it will take for your hits to register. 1000 ping = a full second delay if I'm not mistaken.

I have a 1.2 MB connection (great), and I'm Canadian, but if I'm playing in a central European server, my ping goes up to 250, and I have to shoot a bit ahead of my target. No system is perfect, but playing at a local server with a good connection will get you roughly the same (or similar) experience as client-side hit detection.