
Subject: Re: 4.0 client on non 4.0 server hit registration
Posted by [Jerad2142](#) on Sat, 29 Oct 2011 20:46:33 GMT
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EvilWhiteDragon wrote on Fri, 28 October 2011 05:51grant89uk wrote on Thu, 27 October 2011 20:42Is it possible that by having 4.0 installed and playing on a server not using that version, you could experience bad hit registration.

I seemed to have a huge problem with it earlier where countless times im shooting someone almost point blank range and nothing gets registered.

I know this has been a problem in the past just because of the way renegade is but ive noticed the difference more so now when I play on different servers.

If you hit on the client you hit on the server. That's the way ren works. Well, works unless Uselagredution=no is set in server.ini.

You mean the other way around, otherwise renegade would be unplayable for people that had pings over 200.

Damage detection is done client side, otherwise you couldn't hurt ghosts.
