
Subject: Design of a new, free renegade-like game
Posted by [macimania](#) on Mon, 09 Aug 2010 06:15:46 GMT
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I've been working on brainstorming a game design for a multiplayer game that plays much like renegade, yet is unique enough to prevent EA from shutting it down for copyright infringement (I'm not sure how Renegade X is handling this... but I'm still looking forward to what they are producing!).

Before fully fleshing out the details, I would greatly appreciate your suggestions and feedback. It is important to me that this game is one that we all want to play. Quite frankly I'm tired of all these boring, monotonous, unoriginal, twitch FPSs out there... (CoD anyone?).

Main Focus:

The game I want to produce is one that is strongly team-oriented. One where teamwork is rewarded by being more fun than flying solo (don't worry - rank will reflect this too). One that offers the freedom and unpredictability of Renegade - permitting everyone to play with their own style, however dynamic it may be.

Game Modes:

The main game mode will be the same as Renegade: destroy the opposition's base (or get points trying). I have another couple modes in mind, but they have to be properly balanced before I know if they'll work.

Questions:

I have a few questions to ask of everyone here:

What aspects of renegade do you find to be the most fun?
What aspects must be present to preserve the renegade "experience"?
What aspects could use improvement/additions/removal?

For me, fun is the result of successful teamwork, occasional guerilla tactics, rushes, and supporting your teammates (I'm sure I'm forgetting things here). There are a couple things in the renegade experience that must be preserved. At the top of my list is a very important item: the repair gun. As important as the repair gun is, it can be a tad mundane using it as a supporting character (with no offensive characteristics). This is one aspect that I seek to improve. There are many other things as well (e.g. necessity of superweapons), but I don't want to make this post any longer than it already is.

Let me know your opinion/critique on the matter!

Thanks!

Subject: Re: Design of a new, free renegade-like game
Posted by [Goztow](#) on Mon, 09 Aug 2010 07:00:06 GMT
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I might add more, but here's two already.

* The two sides are totally different, yet 100 % balanced without paper - scissor - rock (at least for tanking)

* You can have fun games with 2v2 up to 15v15 on the same maps

Subject: Re: Design of a new, free renegade-like game
Posted by [reborn](#) on Mon, 09 Aug 2010 07:35:36 GMT
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I like the C&C mode of it; Not just join a team and kill the other infantry. But the economy, the strats and the intricacies of the game.

A must include for me is C&C mode.

The addition of VoIP being integrated into the game, with a better ban system, auto-downloader for the servers and excellent maintained and supported anti-cheat system would all be welcome additions. Effective homing rockets would also be welcome; removing the need for the effect the Ramjet has on the light vehicle skin type.

I think the game might be improved with more moves for the characters, like forward, backward and side-way rolls. The ability to lie down flat on the ground.

Couple more vehicles might be nice, but would have to be very well tested for balance.

How do you plan on accomplishing all this? Are you in any sort of position to actually deliver?

Subject: Re: Design of a new, free renegade-like game
Posted by [snpr1101](#) on Mon, 09 Aug 2010 07:54:25 GMT
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reborn wrote on Mon, 09 August 2010 00:35 Are you in any sort of position to actually deliver?

Subject: Re: Design of a new, free renegade-like game
Posted by [macimania](#) on Mon, 09 Aug 2010 08:43:17 GMT
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@Goztow: I'm considering several different teams with differing characteristics/specializations (would be boring otherwise). Producing maps that can accommodate 4 to 30 players can be

mighty challenging. For example, if there are only 4 players, you might not even see any of the opposition if you are playing on a larger map with several routes from base to base. It's all a big trade-off. There'll be maps designed for various ranges in player populations to help deal with this.

@reborn: I agree -- C&C mode is what makes Renegade fun. I have no desire to make a standard FPS with this game.

@reborn & snpr1101: I have a team of programmers, modellers, and a couple musicians -- so as long as a solid game design can be constructed, a fun game can be built as well. Our plan is to use the UDK at the moment.

It's going to take a little while to brainstorm this all out to ensure it is a well-balanced game. The goal is to extract the essence of renegade, and create something new and fresh. As much as I love renegade, it is depressing seeing the number of people online continue to decrease -- and I don't want to see this style of gameplay die!

I appreciate your opinions so far. More would be awesome!

Subject: Re: Design of a new, free renegade-like game
Posted by [Goztow](#) on Mon, 09 Aug 2010 08:50:22 GMT

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I have to stress the economy point. That is: if we apply points fix. Otherwise the ren economy makes no sense.

Subject: Re: Design of a new, free renegade-like game
Posted by [reborn](#) on Mon, 09 Aug 2010 09:17:14 GMT

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macimania wrote on Mon, 09 August 2010 04:43

@reborn & snpr1101: I have a team of programmers, modellers, and a couple musicians

I'd really like to believe you, but unless you introduce these people (specifically the programmers) everyone here will believe you to be lying, or a Walter Mitty type character.

Don't get me wrong, it's a nice idea, but perhaps you've taken the day dream a little too far?

I hope I am wrong.

Subject: Re: Design of a new, free renegade-like game
Posted by [nopol10](#) on Mon, 09 Aug 2010 09:21:42 GMT

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If you didn't even mention "points-fix" the problem won't even be found anywhere near this new game he is trying to make but now that you mentioned it...

About this new game, chat should be just the way it is in Renegade, on top and easily accessible, with a proper full chat history as well, unlike say Alien Swarm, which makes the chat history disappear for some reason or other.

I'm not sure if you can do anything about my next point but here it is anyway. Lag should not be a major factor in the game. In Renegade I can (read: have to) play on servers with 300 ping rather well but when I enter an UT3 or Renegade X game with the same ping I can't play as well, in fact sometimes its impossible for me to hit any opponent at all.

Subject: Re: Design of a new, free renegade-like game

Posted by [reborn](#) on Mon, 09 Aug 2010 09:43:21 GMT

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nopol10 wrote on Mon, 09 August 2010 05:21

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StealthEye wrote on Thu, 20 May 2010 01:50

Although they are both called 'ping', you're probably not comparing the same things. Renegade's ping includes processing on both the sending and receiving end, this can easily add a few dozen milliseconds to the ping. Other games likely use raw ICMP pings or something, which may show smaller values.

Subject: Re: Design of a new, free renegade-like game

Posted by [macimania](#) on Mon, 09 Aug 2010 10:03:42 GMT

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For all I know, we might be biting off a piece that is bigger than we can chew -- but we're going to do our best. Don't expect a game to be created overnight.

My own experience in programming lies primarily in writing math and physics simulations. I've started reading up a little more on mesh optimization and generation (there is a lot to know), and I've been pondering means of producing more efficient and realistic looking textures while using a minimal amount of computational resources. Math is my strength here.

My close friend has been programming for years, and has experience with several languages. His experience is fairly diverse, and has worked the past couple summers as a programmer in one of the departments at the University we attend.

There are also another couple individuals with experience in C++ who I know through my brother.

Subject: Re: Design of a new, free renegade-like game
Posted by [EvilWhiteDragon](#) on Mon, 09 Aug 2010 10:20:37 GMT
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snpr1101 wrote on Mon, 09 August 2010 09:54reborn wrote on Mon, 09 August 2010 00:35 Are you in any sort of position to actually deliver?

Cosidering how much work is going in TT, I bet he is not. Not to offend anyone, but building an entire engine, graphics and designing and balancing gameplay will take a huge amount of time.

Subject: Re: Design of a new, free renegade-like game
Posted by [snpr1101](#) on Mon, 09 Aug 2010 10:32:05 GMT
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Can I ask why you want to go to all the effort of creating another FPS that has the "essence" of the beloved renegade?

Do you realize how many other FPS games there are out there? What is the selling point of the development? "It's like renegade, but more modern?" - Thus your target audience is (ex)renegade players? Will they not want to continue to play renegade? What about Renegade X and TT?

Do you understand the amount of time it will require?

Is it really worth a university students time to undertake a revamp of a near 10 year old game when there are already others doing that?

Subject: Re: Design of a new, free renegade-like game
Posted by [Tiesto](#) on Mon, 09 Aug 2010 10:55:47 GMT
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Let him do what he likes, if he wants to do it,he should be free to do it.

I don't see why you guys have a problem with it.

Subject: Re: Design of a new, free renegade-like game
Posted by [R315r4z0r](#) on Mon, 09 Aug 2010 10:58:35 GMT
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nopol10 wrote on Mon, 09 August 2010 05:21I'm not sure if you can do anything about my next

point but here it is anyway. Lag should not be a major factor in the game. In Renegade I can (read: have to) play on servers with 300 ping rather well but when I enter an UT3 or Renegade X game with the same ping I can't play as well, in fact sometimes its impossible for me to hit any opponent at all.

Do you want to know why? It's because the Unreal Engine 3 handles lag differently than Renegade. You see, in Renegade, you're position and firing data (client info) is uploaded to the server where all the players then download it and read it. Lag in this case would make your actions delayed or things like that.

However, in UE3, lag translates into bullet delay. You see, when you're lagging in UT3, the shots you make aren't detected when you actually hit the target. (There is obviously more to it than that, but that's the main effect it gives you)

IMO, it's extremely annoying. It makes playing awesome games like Renegade X a lot less fun then they could be. How am I supposed to enjoy it when my bullets pass right through enemy infantry?

Subject: Re: Design of a new, free renegade-like game
Posted by [Sladewill](#) on Mon, 09 Aug 2010 11:30:13 GMT

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love this idea, if it comes through it should be a good game

Subject: Re: Design of a new, free renegade-like game
Posted by [JohnDoe](#) on Mon, 09 Aug 2010 14:36:12 GMT

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haha renetards actually making a thread out of this

Subject: Re: Design of a new, free renegade-like game
Posted by [macimania](#) on Mon, 09 Aug 2010 19:24:58 GMT

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I fully understand that the time required to design and create a game is ridiculous -- but to me, it will certainly be worth my time as a university student. While 95% of students will be procrastinating and dedicating their free time to Facebook, I would rather take on a challenge, and engage in the learning experience that is game development.

Too many games out there focus on the importance of the individual. I want to produce a game that can convert lone wolves into team players [insert cynicism here]. Renegade is a game that is more fun to play through cooperation as a team, which is why I want the input of renegade players in order to produce a game that can accomplish this. The more opinions I have to work from in terms of what works and what doesn't, the easier it will be (albeit still not easy) to simulate, both in my mind and on paper, the game that I want to design.

The cynicism of several of you here is not entirely unfounded for the reasons already pointed out, but I would still like to try. At the very least, this thread could be a valuable resource to somebody out there. I still expect more criticism, but I would also appreciate more opinions as well (it is good to hear both).

Subject: Re: Design of a new, free renegade-like game
Posted by [macimania](#) on Mon, 09 Aug 2010 19:30:51 GMT
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Specifically, it would be good to hear suggestions as to how mundane or boring aspects of the game can be improved, or avoided altogether.

Subject: Re: Design of a new, free renegade-like game
Posted by [JohnDoe](#) on Mon, 09 Aug 2010 20:39:32 GMT
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keep posting, you fit right in with the other weirdos

Subject: Re: Design of a new, free renegade-like game
Posted by [macimania](#) on Mon, 09 Aug 2010 21:59:51 GMT
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JohnDoe wrote on Mon, 09 August 2010 15:39keep posting, you fit right in with the other weirdos

Meh, well at least you're honest

Subject: Re: Design of a new, free renegade-like game
Posted by [GEORGE ZIMMER](#) on Mon, 09 Aug 2010 22:22:40 GMT
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A lot of you are dicks.

I say, go for it man- it'll be tough, but make sure you understand the core of Renegade's gameplay first before working on this.

To answer your questions:

Quote:What aspects of renegade do you find to be the most fun?

The whole idea that battles are more than just "herpa derpa runan and shootan". You have to actually think, coordinate, and strategize to win. Not to mention, it doesn't prioritize realism over

fun. Which is awesome, and is how a video game should be.

Quote:What aspects must be present to preserve the renegade "experience"?

First of all, the C&C mode. This is imperative to keep- C&C mode MADE Renegade what it was. Yeah, Renegade would be a lot more fun if it had different modes packed with it, but C&C mode was the core gameplay and made it unique. If it was just DM, even with vehicles, it would NOT be interesting.

So, keep the bases, the idea that bases have a PURPOSE, and that to get rid of the enemy base you have to DESTROY it (none of this bullshit of just standing in their base to take it over)

Quote:What aspects could use improvement/additions/removal?

Infantry battles are really very simple in Renegade, and it's a little saddening. I'd love to see stuff like rolling, recoil, melee combat, sprinting, and etc.

I'd also love to see infantry classes be less of a "Same thing, but better and more expensive".

Lastly, MAKE SNIPERS ACTUALLY WORK LIKE SNIPERS. This irritated me the most about Renegade- snipers were just infantry with long range. They were hardly snipers.

If I think of anything more, I'll let you know. Best of luck to ya.

EDIT: I agree on the point of engineers, it's disappointing how little of a reward they get for supporting their team, but just giving them points and such can mess with the balance. Think of a way to make it worthwhile to be a support character- Team Fortress 2 did it really well with the medic.

Subject: Re: Design of a new, free renegade-like game
Posted by [nopol10](#) on Tue, 10 Aug 2010 00:01:23 GMT

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reborn wrote on Mon, 09 August 2010 17:43nopol10 wrote on Mon, 09 August 2010 05:21
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Although they are both called 'ping', you're probably not comparing the same things. Renegade's ping includes processing on both the sending and receiving end, this can easily add a few dozen milliseconds to the ping. Other games likely use raw ICMP pings or something, which may show smaller values.

Ah I see, but I am still forced to play UT3 against bots because of how it handles lag etc as R315r4z0r pointed out and since macimania said he'll probably be using the UDK for this, I'm concerned that that will put me off it if it ever got made.

Subject: Re: Design of a new, free renegade-like game
Posted by [EvilWhiteDragon](#) on Tue, 10 Aug 2010 00:48:07 GMT
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R315r4z0r wrote on Mon, 09 August 2010 12:58nopol10 wrote on Mon, 09 August 2010 05:21I'm not sure if you can do anything about my next point but here it is anyway. Lag should not be a major factor in the game. In Renegade I can (read: have to) play on servers with 300 ping rather well but when I enter an UT3 or Renegade X game with the same ping I can't play as well, in fact sometimes its impossible for me to hit any opponent at all. Do you want to know why? It's because the Unreal Engine 3 handles lag differently than Renegade. You see, in Renegade, you're position and firing data (client info) is uploaded to the server where all the players then download it and read it. Lag in this case would make your actions delayed or things like that.

However, in UE3, lag translates into bullet delay. You see, when you're lagging in UT3, the shots you make aren't detected when you actually hit the target. (There is obviously more to it than that, but that's the main effect it gives you)

IMO, it's extremely annoying. It makes playing awesome games like Renegade X a lot less fun then they could be. How am I supposed to enjoy it when my bullets pass right through enemy infantry?
On the other hand, renegade's lag free system is a major anti-cheat fuck-up.

Subject: Re: Design of a new, free renegade-like game
Posted by [\[NE\]Fobby\[GEN\]](#) on Tue, 10 Aug 2010 05:21:44 GMT
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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.

Back on topic

Like a lot of others are mentioned, to me, the best part about Renegade is the base systems. I think a lot of us are bored of Deathmatch, Capture the Flag, and all of those other overdone gamemodes. C&C mode allows dynamic gameplay to take place. The teams that work together are rewarded; the ones that don't watch their buildings are punished and crippled. I love how each building has a roughly equally devastating, but different effect on the team.

I wish you the best of luck on your project. The UDK is a fantastic engine and you'll have fun modding it. If your team needs anything, talk to us, our team (Renegade X) can help you out in any way we can.

Subject: Re: Design of a new, free renegade-like game
Posted by [EvilWhiteDragon](#) on Tue, 10 Aug 2010 11:10:59 GMT
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I think the key for good gameplay would be to have roofgnomes instead of soldiers.

Subject: Re: Design of a new, free renegade-like game
Posted by [nopol10](#) on Tue, 10 Aug 2010 12:30:24 GMT
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And bluehell instead of the black stuff in Unreal, and the ability to get stuck onto ladders when driving vehicles.

Subject: Re: Design of a new, free renegade-like game
Posted by [EvilWhiteDragon](#) on Tue, 10 Aug 2010 20:32:14 GMT
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nopol10 wrote on Tue, 10 August 2010 14:30And bluehell instead of the black stuff in Unreal, and the ability to get stuck onto ladders when driving vehicles.
Both should be fixed in TT.

Subject: Re: Design of a new, free renegade-like game
Posted by [R315r4z0r](#) on Wed, 11 Aug 2010 03:44:02 GMT

With that Client/Server side hit detection... thinking more on it, I realize it's just complete nonsense to have it serverside. Sure, it prevents cheaters, but so what? Why should the game's quality and entertainment value be so permanently and dramatically reduced just because there is fear that a cheater might come in and make in even worse?

Cheaters are temporary, server-side hit detection is permanent. When you weigh it out, it really doesn't make any sense to have it that way. It would just be better to risk having cheaters than to have to suffer through dramatic losses in play value.

I'll tell you right now, I'd still be playing Renegade X 0.5 regularly and frequently if the hit detection was more responsive. To me, it lowers the enjoyability of the mod 80%. When I say dramatic, I mean dramatic. I'd much prefer to deal with the occasional cheater; in fact, I'd gladly put up with them if it meant having more responsive hit detection.

It seems I went off on a tangent there... sorry. But, trying to tie it in with the topic, if you do make your own game, try to see if it's at all possible to adjust the hit detection. If you can't, then you can't... but it's something that would really benefit the game when you finish.

Subject: Re: Design of a new, free renegade-like game
Posted by [EvilWhiteDragon](#) on Wed, 11 Aug 2010 08:39:17 GMT
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R315r4z0r wrote on Wed, 11 August 2010 05:44With that Client/Server side hit detection... thinking more on it, I realize it's just complete nonsense to have it serverside. Sure, it prevents cheaters, but so what? Why should the game's quality and entertainment value be so permanently and dramatically reduced just because there is fear that a cheater might come in and make in even worse?

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I'm sorry, but your connection is just fucked then.

I would bother about clientside hit detection, because it makes cheating 100% easier. It would allow for ROF, WallHacks and really effective aimbots.

I'm sure clientside hit detection could lead to way more annoying cheats. Hell, coming to think of it, Renegade got off rather lightly, probably because not too many people were interested in cheating this game and had the skill to do so.

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

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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.

Subject: Re: Design of a new, free renegade-like game
Posted by [JohnDoe](#) on Wed, 11 Aug 2010 13:25:40 GMT

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[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.

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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

Subject: Re: Design of a new, free renegade-like game
Posted by [trooprm02](#) on Wed, 11 Aug 2010 18:24:24 GMT
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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...

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.

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Subject: Re: Design of a new, free renegade-like game
Posted by [JohnDoe](#) on Wed, 11 Aug 2010 21:15:45 GMT
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EvilWhiteDragon wrote on Wed, 11 August 2010 22:32JohnDoe 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.

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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.

What exactly are you talking about? Renegade? Unlagged server-side netcode?

It probably doesn't matter because the humans don't notice a 100ms delay part means you're a complete tard anyway...wtf aren't you supposed to be a coder or something? No wonder you people are useless.

Troop...Westwood being horrible at making videogames doesn't really help a general argument (well it's not really an argument because every noteworthy modern engine uses unlagged sside hit detection).

aha, that tt guy isn't a coder...still an idiot

Subject: Re: Design of a new, free renegade-like game
Posted by [EvilWhiteDragon](#) on Wed, 11 Aug 2010 23:15:07 GMT
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JohnDoe wrote on Wed, 11 August 2010 23:15EvilWhiteDragon wrote on Wed, 11 August 2010 22:32JohnDoe 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.

What exactly are you talking about? Renegade? Unlagged server-side netcode?

It probably doesn't matter because the humans don't notice a 100ms delay part means you're a complete tard anyway...wtf aren't you supposed to be a coder or something? No wonder you people are useless.

Troop...Westwood being horrible at making videogames doesn't really help a general argument (well it's not really an argument because every noteworthy modern engine uses unlagged sside hit detection).

aha, that tt guy isn't a coder...still an idiot

I was talking about your statement that it was practically clientside. It is not. It might do a slight correction based on the ping, but the hit detection is still serverside. Clientside hit detection only works as long as you can trust the client. Which so happens to be *NEVER*. Therefor as a coder you would have to look into alternatives, like using the ping as a correction factor.
A simple example of this would be the following. The player shoots at something, due to a ping of 100, the shot arrives at the 100ms late. The target may have moved away. The server could correct this by comparing the location of the shot, and the place where the target was 100ms ago. This would solve most of the lag issues, but is difficult to implement correctly and efficiently.

Subject: Re: Design of a new, free renegade-like game
Posted by [Sladewill](#) on Wed, 11 Aug 2010 23:47:59 GMT

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in theory if the system was more like steam, able to ban a unique id, it would be easier to catch the cheats, needing less cheat detection. As they would be permantely banned.

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.

Subject: Re: Design of a new, free renegade-like game
Posted by [JohnDoe](#) on Thu, 12 Aug 2010 00:52:43 GMT
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<http://esreality.hexus.net/?a=post&id=1768002>

read the comments if you're really interested

there is no slight correction. there is total correction aka backwards reconciliation aka the server accurately calculating what you saw on your screen by maintaining a cache of snapshots or no correction (if your ping's too high).

i played quake live, et and warsow often enough to know that the aiming is just like in renegade even though it's calculated server-side. if it's in your crosshair and you click - it takes damage. you don't lead your shots like in old server side calculated games (halo pc is the worst example of this...horrible server side netcode). the only difference is that the movement isn't fucked and delayed

i still don't understand the ridiculous "humans don't notice 100ms" statement. i notice 30ms and

i'm sure everyone else does...just play a single player game for comparison...or imagine your mouse lag 30 ms and you'll go crazy. 125hz = standard mouse = 8ms delay i believe...gaming mice have 1 ms delay for a reason
