Subject: cl_interp 0?
Posted by mac on Tue, 08 Feb 2005 12:49:52 GMT

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In Renegade, the Client decides if you hit something. Thus, if a 5000 ping user "thought" it hit you, the server will damage you, and you will receive the damage.

This is why Cheats like Bighead work, because the client actually thinks you hit.

You can turn off this behavior on the Server with the "UseLagReduction" Setting. However, turning that off severely degrades gameplay - people are no longer being able to hit things, because the server decides who hit. It feels like major lag.