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Subject: Re: Question

Posted by [Goztow](#) on Tue, 16 Dec 2008 13:45:44 GMT

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The makers will give you a better answer but from what i understood, your assumption is correct: a bunch of info will be handled server side if possible (read: if it doesn't cause too much lag) and the client side information will be better verified server side before being "processed" (like BIATCH currently does).

Example: instead of sending "client: I've done 50 damage", it'll send: "I did damage with a rifle" and the server will tell how much damage a rifle does.

I don't know if this example is exactly what the TT-people do, but it's the principle.

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