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Subject: Re: Hooking

Posted by [Jerad2142](#) on Sun, 11 Sep 2011 19:28:32 GMT

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halo2pac wrote on Sun, 11 September 2011 01:40StealthEye wrote on Sat, 10 September 2011 19:51This is also why you can visually get hit but lose no health, or vice versa.

That's kinda stupid.

Shooter's computer detects and does the damage, otherwise it'd be a real pain in the ass to kill people.

Basically it would give your target Ping+Ping delay time to move(a ping of 100 is equal to a second, which would mean they have 2 seconds to move).

IE: You unload a whole clip where a person is, but on the server they're over 10m and by the time your update gets to the server they've moved another 10m, so you miss. Hell, under those conditions even instant hit weapons like the sniper rifle would miss if the server did the detection.

Yes, this way does make it easier for people to cheat, but Westwood would have had to have made a much better on-line system if they wanted players to be able to kill each other otherwise.

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