
Subject: Re: 4.0 client on non 4.0 server hit registration
Posted by [EvilWhiteDragon](#) on Fri, 28 Oct 2011 11:51:06 GMT
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grant89uk wrote on Thu, 27 October 2011 20:42: Is 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 `UseLagReduction=no` is set in `server.ini`.
