
Subject: 4.0 client on non 4.0 server hit registration
Posted by [grant89uk](#) on Thu, 27 Oct 2011 18:42:41 GMT
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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.

Subject: Re: 4.0 client on non 4.0 server hit registration
Posted by [iRANian](#) on Thu, 27 Oct 2011 20:14:49 GMT
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Is this on Jelly Marathon? I've noticed infantry warping back and forth really quickly on that server (which causes half of my shots to miss, even on straight walking infantry), but this happened before 4.0 as well.

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.

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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.

Subject: Re: 4.0 client on non 4.0 server hit registration
Posted by [Jerad2142](#) on Sat, 29 Oct 2011 20:46:33 GMT
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EvilWhiteDragon wrote on Fri, 28 October 2011 05:51: 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.

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You mean the other way around, otherwise renegade would be unplayable for people that had pings over 200.

Damage detection is done client side, otherwise you couldn't hurt ghosts.

Subject: Re: 4.0 client on non 4.0 server hit registration
Posted by [Tunaman](#) on Sat, 29 Oct 2011 22:08:52 GMT
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That's.. exactly what he said.

Subject: Re: 4.0 client on non 4.0 server hit registration
Posted by [Jerad2142](#) on Sun, 30 Oct 2011 01:26:03 GMT
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You would be correct, I misread it as "you hit if you hit the client on the server."

Subject: Re: 4.0 client on non 4.0 server hit registration
Posted by [Gohax](#) on Sun, 30 Oct 2011 09:12:06 GMT
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.. and if you were talking about TmX, the server just fails. I've had numerous times, even tonight, of shots not registering. It's not a 4.0 problem.

Subject: Re: 4.0 client on non 4.0 server hit registration
Posted by [grant89uk](#) on Mon, 31 Oct 2011 18:49:32 GMT
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Gohax wrote on Sun, 30 October 2011 09:12.. and if you were talking about TmX, the server just fails. I've had numerous times, even tonight, of shots not registering. It's not a 4.0 problem.

Yea funnily enough it was that server as I had absolutely no problems on jelly.

Subject: Re: 4.0 client on non 4.0 server hit registration
Posted by [Jerad2142](#) on Thu, 03 Nov 2011 22:29:01 GMT
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Server must be missing some of the updates from the clients then or something, because as already stated, damage is done client side and sent to the server unless you have "UseLagReduction" turned off (who knows, maybe they do).
