
Subject: Re: FDS MODDING

Posted by [bat66wat6](#) on Thu, 22 Nov 2007 16:39:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

I do not believe i can do this server-side as last time i tried this my FDS crashed and kept restarting x100,000,000 like a bitch!

It got to 95% map load and restarted every single time.
But as soon as i returned the shake intensity to normal it worked fine->

Maybe someone could test this for me? Because i do not want my FDS f**king up again. I had to remake all my specialised mods.
Took me hours to redo

So why would Client side be like a cheat then? How come...

Would it only affect me? Like my player I.D or something?
Like if i changed the Arty shake client side it'd only lower shake intensity for me?
I do not still fully understand the Client/Server-Side mods?

Server-Side modding is p**s easy but Client side i aint ever done...
