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Subject: Re: Need a coder for a balance patch

Posted by [=HT=T-Bird](#) on Thu, 03 Jan 2008 12:32:09 GMT

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BIATCH reads its values from the server's ammo and weapon definitions btw Yrr. However, what the client sends as a damage value is NOT changed apparently, and that's where the problems seem to begin in the case I saw.

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