Subject: Re: When???
Posted by Goztow on Sun, 10 Feb 2008 14:47:32 GMT

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TCUSniper wrote on Sun, 10 February 2008 15:06A new idea:
Don't allow the game to load an objects file from the client when joining a server. Just let it load the objects file from the server only, this way they cannot modify anything.
This is already possible and causes huge lag. The server then calculates the damage instead of the client.