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Subject: Re: the anti cheat thing

Posted by [EvilWhiteDragon](#) on Fri, 27 Jun 2008 18:38:51 GMT

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SSnipe wrote on Fri, 27 June 2008 09:16a i know is when i change damage to a gun SERVERSIDE objects file and join my server and tets out that gun i get auto banned Try changing in on both the client and the server, and it works.

BIATCH works by comparing the damage value send by the client by the damage value in the servers objects file.

Unless you change either of them this works normally. If you change the client one that means usually that you are a cheater. If you change the server one you're a dumb fuck, as that doesn't change ANYTHING EFFECTIVELY. The client still sends the normal damage value, so all damage done will stay the same.

Only way to increase the damage serverside is by changing the armor.ini damagemultiplier, as that is applied serverside.

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