
Subject: Re: No reload mod

Posted by [YazooGang](#) on Fri, 23 Jan 2009 20:31:47 GMT

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This is not a cheat at all.

Of regular members with regular object.ddb enter a server with this objects.ddb, then they will have the no reload mod working because it reads from ServerSide.

But if a client has the no reload mod and joins a server with a regular object.ddb, then they are going to read the object.ddb from the server (regular, servers might have .gm ect)

So, i havent tested this, but i'm sure that that is how it works. Its not a cheat.
