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Subject: Re: Custom Models and 4.0

Posted by [Jerad2142](#) on Mon, 30 Jan 2012 06:53:13 GMT

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EvilWhiteDragon wrote on Sat, 28 January 2012

20:37<http://www.blackintel.org/renegade/projects/biatch/weaponinfo>

There is NOTHING that does 28 damage, or at least not in the way it's reported by BIATCH. And the damage handling isn't changed in TT. Well, not for either <4.0 client or <4.0 server. That makes his damage amount very suspicious, as this amount of damage is not possible without a modified always.something.

Wonder what the chance of standing just far enough away from an explosion to have it scale to exactly 28 (in floating point) is...

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