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Subject: Re: Custom Models and 4.0

Posted by [EvilWhiteDragon](#) on Mon, 30 Jan 2012 10:33:42 GMT

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Jerad Gray wrote on Mon, 30 January 2012 07:53 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...

Splash damage is calculated serverside. Also, the number is before applying any transformations due to different armourtypes. It's the value the CLIENT sends.

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