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Subject: BIATCH

Posted by [\\_SSnipe\\_](#) on Wed, 07 May 2008 22:11:18 GMT

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How can we edit it? to work with a custom objects file where the damage is increased on some guns?

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Subject: Re: BIATCH

Posted by [danpaul88](#) on Wed, 07 May 2008 22:46:34 GMT

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Damage is client side anyway, so modifying it server side causes BIATCH to think the clients damage values are wrong, when they are actually perfectly valid, it's just the SERVER that has the wrong values.

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Subject: Re: BIATCH

Posted by [\\_SSnipe\\_](#) on Wed, 07 May 2008 22:52:37 GMT

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well the server i mod at...has diffrent damage in the objects file for some weapons and baitch bans everyone for it even tho its serverside

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Subject: Re: BIATCH

Posted by [danpaul88](#) on Wed, 07 May 2008 22:57:57 GMT

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Yeah, but the different damages will not even WORK because they are server side, so they should just undo those changes.

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Subject: Re: BIATCH

Posted by [\\_SSnipe\\_](#) on Mon, 12 May 2008 06:56:46 GMT

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danpaul88 wrote on Wed, 07 May 2008 15:57Yeah, but the different damages will not even WORK because they are server side, so they should just undo those changes.

hmm

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Subject: Re: BIATCH

Posted by [Caveman](#) on Tue, 13 May 2008 17:42:48 GMT

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What he is saying is:

Because you have edited the damage values server side... The client joins the game shoots his pistol... The client sends out 10dmg but the server goes hold on...On my list pistol does 5.. He must be cheating...Ban please. Understand?

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Subject: Re: BIATCH

Posted by [\\_SSnipe\\_](#) on Tue, 13 May 2008 18:27:31 GMT

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pretty much...i once tried it on ctf and tried just small damage edit serverside...and i went in there and got banned both times....

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Subject: Re: BIATCH

Posted by [EvilWhiteDragon](#) on Sun, 18 May 2008 10:27:34 GMT

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Doh, because BIATCH wants the EXACT damage values, they must match precisely. One way that might work is changing the armor.ini, but I am not sure of that.

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