
Subject: Disable or Remove Biatch
Posted by [T0tNI](#) on Sun, 10 Jan 2010 22:25:59 GMT
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Wondering how would I, I edited server side damage and biatch detects it and kicks me out ;9 any ideas?

Subject: Re: Disable or Remove Biatch
Posted by [danpaul88](#) on Sun, 10 Jan 2010 23:19:57 GMT
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Editing damage server side has no effect for weapons other than C4 or beacons anyway, so you should just undo your changes. Damage is calculated client side so any server side changes are not applied.

Subject: Re: Disable or Remove Biatch
Posted by [Hex](#) on Sun, 10 Jan 2010 23:21:38 GMT
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danpaul88 wrote on Sun, 10 January 2010 23:19Editing damage server side has no effect for weapons other than C4 or beacons anyway, so you should just undo your changes. Damage is calculated client side so any server side changes are not applied.

Unless you do it in damage hook then all damage can be set server side

Subject: Re: Disable or Remove Biatch
Posted by [cAmpa](#) on Mon, 11 Jan 2010 09:59:38 GMT
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Hex wrote on Mon, 11 January 2010 00:21danpaul88 wrote on Sun, 10 January 2010 23:19Editing damage server side has no effect for weapons other than C4 or beacons anyway, so you should just undo your changes. Damage is calculated client side so any server side changes are not applied.

Unless you do it in damage hook then all damage can be set server side

ssdamage is fucking glitched.

Subject: Re: Disable or Remove Biatch
Posted by [EvilWhiteDragon](#) on Thu, 14 Jan 2010 18:36:19 GMT
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Hex wrote on Mon, 11 January 2010 00:21danpaul88 wrote on Sun, 10 January 2010 23:19Editing damage server side has no effect for weapons other than C4 or beacons anyway, so you should just undo your changes. Damage is calculated client side so any server side changes are not applied.

Unless you do it in damage hook then all damage can be set server side

Yes but he doesnt.

Also I don't get why you would install BIATCH only to disable it later? But that might be just me.

Btw, replace mss32.dll with the original mss32.dll and you should be done.
