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Subject: Re: FDS MODDING

Posted by [bat66wat6](#) on Sun, 18 Nov 2007 02:24:17 GMT

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So the server is basically a "Worldwide" change!?

And the Client involves a specific player...?

So if this is true then if i wanted to change the Artillery shake screen Intensity and the Intensity i would have to do it on the Client?

You also mentioned "Put it in your'e client folder"

Where is this folder? I have never seen a folder called "client" in my FDS directory anywhere

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