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Subject: Re: FDS MODDING

Posted by [reborn](#) on Thu, 22 Nov 2007 16:58:01 GMT

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Client side mods change the game just for you, so therefore are normally considered a cheat if they give you an advantage.

Say your in a tunner with a sniper rifle, and there is an opponent in the tunnel with a sniper rifle too, you both trying to snipe eachother but there is an arty slamming the tunnel too.

It isn't damaging either of you, but making it impossible to snipe.

If you had a client side mod removing the shake then you would have a clear advantage over your opponent.

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