
Subject: Re: FDS MODDING

Posted by [jnz](#) on Fri, 23 Nov 2007 01:47:05 GMT

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bat66wat6 wrote on Fri, 23 November 2007 01:32I know you can change damage server-side that's p**s easy but BIATCH/Anti-Cheat programs think that you damage hax as the warhead is doing more damage than default!

That's my big problem->BIATCH either thinks i hax and bans anyone who uses a upgraded weapon or the FDS just freezes on loading and restarts forever if i change screen shake intensity etc

I mean you can change damage server side, not expected damage. When you change it in objects.ddb that's expected damage and that's what the server expects the damage to be.
