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Subject: Re: FDS MODDING

Posted by [jnz](#) on Fri, 23 Nov 2007 01:57:18 GMT

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Pay an experienced ASM/C++ coder to hook the server damage handlers and change the value. BIATCH is reading from object.ddb and finding that the damage value sent from the client (you in the orca) is not matching what's in the object.ddb. This means your objects.ddb and the server's objects.ddb don't match. It will automatically ban the client.

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