

---

Subject: Re: Need a coder for a balance patch

Posted by [=HT=T-Bird](#) on Wed, 02 Jan 2008 13:06:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

The Points Fix is already slated for release as part of the BI XWIS proxy DLL.

However, Cost/Damage/Homing changes are not possible without turning off LagReduction (and making everyone lag beyond crazy, DISTRUST yourself from the console of a BIATCH-equipped server if you want to experience it) or modifying objects.ddb both server- and client- side (would require releasing an official patch through the Renegade patch mechanism along with cooperation from RenGuard).

BTW: RG will get you every time for modifying armor.ini on the client-side, too.

The Chinook armor change would be possible with a server-side objects.ddb modification and will not affect BIATCH (BIATCH damage hack detection looks at the raw damage before armor modifiers are applied).

Finally, fixing the Nod Turret would require server-side and/or client-side objects.ddb modifications (RoF/damage) along with an aimbot developer (haven't you noticed that turrets can't aim at all?). I would be happy with just aiming fixes to the turrets, though.

---