Subject: Re: flame tank right click
Posted by reborn on Thu, 16 Aug 2012 09:51:56 GMT

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I can't be sure, as it was a long time ago when I tried, but I think changing values in the armor.ini on the server acuss the client to mis-match.

I'm not sure that there is an elegant way of increasing damage server-side, although with TT that may no longer be the case.

I know it's deffinately possible, but the implementation I am thinking of would look pretty shitty from a programming perspective.