Subject: Re: Obby Gun
Posted by EvilWhiteDragon on Mon, 28 May 2007 12:14:25 GMT
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gamemodding wrote on Fri, 25 May 2007 17:03EvilWhiteDragon wrote on Thu, 24 May 2007 09:06gamemodding wrote on Sat, 19 May 2007 19:47psufan wrote on Sat, 19 May 2007 02:09 Lmao you know nothing, I just told you, you cant do it with one package, THE PEOPLE CRASH. Mine is completly sever side... They dont have to download ANYTHING. Its been tested with 2 people, They downloaded nothing. Basically its a hack for the server giving you an obby gun, Yes it will give you the 0 bug if you put it in wrong.

If you knew something, you would know that Reaver11 does know more than you on the subject and you don't know anything.

You can change ammo, clip sizes, damage, spawners, PTs, sounds, radio commands and more, server side. Stop bitching to all the people just trying to help you.

WRONG, you cannot (properly change damage server side. When will people learn

Hook cCsDamageEvent::Act() and write you're own function for that. Then, for BITACH, I'm sure it wouldn't be too hard to do some simple ASM to change the values it looks for and activate BIATCH's hook.

Tru.dat, but I ment that you cannot change damage values in objects.dbb. Those won't have any effect.