
Subject: Re: My NR thinks i am cheating and bans ME!
Posted by [Caveman](#) on Fri, 26 Oct 2007 22:59:40 GMT
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bat66wat6 wrote on Fri, 26 October 2007 23:37Ok i partially understand what you mean!

Okay i explain what i do...i go into LE edit the presets to my like e.g Orca Rocket does extra 50 damage than normal
Then i exit LE after saving Preset Tree changes change the objects.ddb to objects.gm for my server then copy & paste the file into my RenegadeFDS/Data folder!

What are you all on about?

What is the difference from Client Sided & Server Sided?
+ How can i change this so NR not think im cheating?

You cant.

You have a mod called BIATCH running on your server that checks for damage hacks.

You have made the orca rockets deal 50 damage instead of the default so BIATCH thinks its a cheat. I will explain this to you as easy as I can.

You changed the damage via objects.dbb and uploaded that to your RenegadeFDS\data folder. But since the damage is calculated client side you actually send the default damage. So the servers goes 'Hey orcas do 50dmg but this guy here is only doing XX damage, OMG THATS DAMAGE HACKS I BETTER BAN HIM'. To solve your problem, disable auto ban cheaters in the BIATCH.ini but cheaters will beable to use damage hacks in your server.
