
Subject: Re: My NR thinks i am cheating and bans ME!
Posted by [danpaul88](#) on Sat, 27 Oct 2007 17:04:14 GMT
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Unfortunately you simply cannot do that easily server side. The only other solution would be to write a scripts.dll script and attach it to every object in the game, to check if the damage comes from an Orca / Apache missile and if it does apply an extra x amount of damage from the shooter. But that requires a decent understanding of c++ to accomplish.

Alternatively create a .PKG mod with all the original maps in, apply your changes in there and have all the people who want to play on your server download that. Not recommended if you ever want to have players in your server.
