

---

Subject: Re: the anti cheat thing  
Posted by [Goztow](#) on Fri, 27 Jun 2008 07:29:06 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

\*sigh\*

How damage works in Renegade

Client --> damage values --> server

exemple: GDI rifle body shot = 7

client --> 7 --> server

BIATCH checks this:

client --> 7 (GDI rifle) --> server: BIATCH incoming 7 (GDI rifle) = 7 (GDI rifle) in objects.aow

if you change GDI rifle to 15 in your objects.aow

client --> 7 (GDI rifle) --> server: BIATCH incoming 7 (GDI rifle) != 15 (GDI rifle) in objects.aow -->  
!ban

If this doesn't clear it up, then there's no hope for you.

---