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Subject: Re: Other Type Of Hacks

Posted by [Jamie or NuneGa](#) on Thu, 17 Jul 2008 00:07:20 GMT

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splash damage is always server side, there is little that can be done client side to increase apart from n30.

From what I've seen of RR it will pick up even the tiniest damage increase, and if it is detected over and over again it can be concluded it is not lag, im not sure how biatch works in this area, but if rr has it this patch will afaik.

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