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Subject: PKG Mods

Posted by [zunnie](#) on Wed, 24 Sep 2008 12:28:27 GMT

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The PKG modpackages often include a custom objects.ddb  
Sometimes modpackages' objects.ddb is still loaded even when  
you join a different server.

Suppose some pkg mod has modified the damage the autorifle does,  
then wouldnt the server you joined pick it up as a cheat and ban you?

While it is actually not that you want to cheat but a objects.ddb  
loaded from a pkg mod still being active by accident.

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