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Subject: Re: TT - Biatch

Posted by [StealthEye](#) on Thu, 02 Oct 2008 10:14:19 GMT

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The point we've been trying to get across for ages is that changing damage on the server side has no effect at all. Try to change something to do 99999. Should be an instant kill, but if you try it with a client on a server running those mods (so, NOT in a single player/MP lan/MP practice game), you will just do the normal amount of damage. Hence you may just as well remove your damage changes, it will change nothing to the actual damage players do. You may as well set them all to 0.

Anyway, in TT the damage is determined by the server, so this issue will be gone entirely. With TT, your serverside damage mod will actually work, too.

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