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Subject: Re: Falling damage

Posted by [Goztow](#) on Sun, 08 Mar 2009 11:58:16 GMT

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msgtpain wrote on Sat, 07 March 2009 22:09So, if this is a "cheat" why isn't there a scripts update that "undoes" the "cheat" that was added by the same people working on all the wonderful changes now... and what exactly does that say?

I was simply pointing out yet another reason why the community shouldn't be anxiously awaiting with open arms a forced modification to the game created by reverse engineering the code...

^^ shit like this will always pop up..

I guess the nod tanks that just magically "appear" under the bridge in city when they're being purchased should be considered a "cheat" too... and what cool feature was it that caused that to happen again?

No server owner is forced to install SSGM. And they can disable said "feature" which is absolutely useless anyway.

Your second point is a Renegade lag related bug, nothing to do with any scripts.

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