

---

Subject: Re: Custom Models and 4.0

Posted by [Jerad2142](#) on Thu, 02 Feb 2012 13:33:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

EvilWhiteDragon wrote on Mon, 30 January 2012 03:33

Splash damage is calculated serverside. Also, the number is before applying any transformations due to different armourtypes. It's the value the CLIENT sends.

Ah sorry, didn't realize we were talking about values compared against the servers own calculations, never mind then.

---