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Subject: Re: Dragonade 1.2

Posted by [EvilWhiteDragon](#) on Tue, 02 Apr 2013 09:29:53 GMT

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iRANian wrote on Mon, 01 April 2013 09:52Nice, keep em coming. Server damage extrapolation is like the DISTRUST command from BIATCH where the player's damage/hits is checked on the server?

Fairly sure it is. AKA, the player will never hit something unless he has a low ping or shoots at something practically stationary.

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