Subject: Question about TT and serverside
Posted by Kamuix on Mon, 18 Nov 2013 01:07:24 GMT

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I read through a lot of TTs notes but I have one question i gotsta ask. So TT did say they added a little more to the serverside capabilities

So far since i've got back into server side modding the only extra thing that works serverside that didnt work before in the presets/lld is the ability to change a vecs/objects Primary firing weapon to where it will actually show up properly with the clients in your server. Oh wait AND changing and objects Health and HealthMax.

I'm just wondering if there is anything else other than those two? So far i've tried changing objects Stringname or Killedexplosion and that doesn't work the client wont see the new one just the old explosion so those options stay client sided

Thanks for any input!

EDIT: By the way i don't think i'm going to do much more serverside mapping but instead make entirely new maps and setup my server download link