
Subject: banned or custom scripts ?

Posted by [Gen_Blacky](#) on Thu, 04 Oct 2007 03:39:06 GMT

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ok today i Got banned by biatch for custom scripts ? on my own server ?

Subject: Re: banned or custom scripts ?

Posted by [Oblivion165](#) on Thu, 04 Oct 2007 04:20:46 GMT

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Is this www.BIATCHforums.com? Come on now, what do we have to do with it, let alone care?

EDIT: Ok that sounds a lot meaner than i mean it to.

Subject: Re: banned or custom scripts ?

Posted by [Goztow](#) on Thu, 04 Oct 2007 09:15:38 GMT

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www.blackintel.org

U wouldn't happen to have changed damage values in your serevr's objects, would u? Cause:

1. it doesn't work as the client sends his damage
 2. it would make biatch ban everyone as teh client damage != serevr damage
-

Subject: Re: banned or custom scripts ?

Posted by [Ghostshaw](#) on Thu, 04 Oct 2007 10:11:29 GMT

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It won't ban you for custom scripts. It might ban you for running RR on the client due to it using some custom netcodes(we never confirmed this though).

-Ghost-

Subject: Re: banned or custom scripts ?

Posted by [Yrr](#) on Thu, 04 Oct 2007 21:05:02 GMT

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RR uses it's own protocol via Renegade's port - it does not use the Renegade netcode at all.
