
Subject: Re: Need a coder for a balance patch
Posted by [Renx](#) on Wed, 02 Jan 2008 18:26:58 GMT
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Yrr wrote on Wed, 02 January 2008 14:21=HT=T-Bird wrote on Wed, 02 January 2008 14:06The
However, Cost/Damage/Homing changes are not possible without turning off LagReduction (and
making everyone lag beyond crazy, DISTRUST yourself from the console of a BIATCH-equipped
server if you want to experience it) or modifying objects.ddb both server- and client- side (would
require releasing an official patch through the Renegade patch mechanism along with cooperation
from RenGuard).

You cannot change homing because clients would not see that a missile follows its target. Same
for costs, the client does not see the change.

But you CAN change damage server-side without touching LagReduction and without changing
client's presets.

The missile still tracks even though the client doesn't see it, and damage is still dealt. We ran this
on the n00bstories server for a while and it was very effective. You just need host messages to let
people know about it.
