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Subject: Re: Need a coder for a balance patch  
Posted by [Yrr](#) on Thu, 03 Jan 2008 13:23:28 GMT

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=HT=T-Bird wrote on Thu, 03 January 2008 13:32BIATCH reads its values from the server's ammo and weapon definitions btw Yrr. However, what the client sends as a damage value is NOT changed apparently, and that's where the problems seem to begin in the case I saw. That's how RR does it too. RR reverses the damage sent by the client to the weapon and ammo used by the client. In 99.999% of all cases, weapon and ammo can be determined, allowing me to change it's damage even before it reaches my cheat detection.

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