Subject: Re: the anti cheat thing

Posted by _SSnipe_ on Fri, 27 Jun 2008 02:44:19 GMT

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Clown wrote on Thu, 26 June 2008 15:51About the compatibility... BIATCH gives false positives on servers with modified values in the objects file, does this new anti-cheat read the values directly from objects.gm or will we see the same problems for modded servers?
   AS I SAID BEFORE! cant edit my own server's objects file damage without getting banned when i use it ingame