Subject: Re: the anti cheat thing
Posted by Goztow on Fri, 27 Jun 2008 06:45:21 GMT

How many times do we need to explain this... BIATCH DOES compare the server damage in objects.aow (or .gm) with the client damage. The whole thing you don't seem to understand is that changing the server damage does not make any changes at the damage done as this is sent by the client. So BIATCH sees the normal client damage entering and sees incorrect values server side, hence bans. It's perfectly logical and it doesn't make any sens to change damage server side as it does not currently work anyway.