
Subject: Re: the anti cheat thing
Posted by [a000clown](#) on Sat, 28 Jun 2008 09:08:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

I think I may have phrased it wrong or I just don't know what I'm talking about lol

I understand what you said about how BIATCH works and I now know modifying damage values server-side is bad, but we also have the same problem when we add new weapons presets because the client doesn't have them; thus, false positives because of the reasons you explained.

Since the .exe is being replaced for all clients I guess I was hoping this could somehow be fixed or worked around.
