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Subject: Re: TT - Biatch

Posted by [gkl21](#) on Thu, 02 Oct 2008 01:14:57 GMT

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Yes, that's the only reason why I have it off at the moment. Maybe just have an option to enable/disable the damage hack checker would be feasible? The rest of the checks in biatch should be fine in modded servers (at least that I can think of).

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