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Subject: [BlackIntel] BIATCH v1.0 RELEASED!

Posted by [EvilWhiteDragon](#) on Tue, 24 Apr 2007 22:35:16 GMT

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We hereby release BIATCH 1.0.

It contains various fixes, here are some important ones:

- Updated installer and uninstaller (it works now).
- Several bugs found in RC 1 have been fixed.
- Feet has changed into meters.
- Hugely expanded documentation.

The rest of the changes can be found in the changelog in the documentation. You should read the documentation anyway because it contains much new and important information. We also added better information about the weapons and the amount of damage it can do.

Some people have also been complaining about BIATCH spamming a lot of false-positives. This may happen on servers which have their objects.ddb/aow damage values modded. Since the client doesn't "know" this, it will send an "illegal" amount of damage. Even though it is the normal damage.

Another problem with this is that because of the clients determining the damage that is applied, the modded server values won't have any effect.

You can find the download here:

[BIATCH download](#)

And the documentation can be found here:

[BIATCH documentation](#) (The documents about BIATCH that were installed with the RC1 version are outdated and will not be updated. So make sure you visit the site instead of opening the old documentations directory)

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Subject: Re: [BlackIntel] BIATCH v1.0 RELEASED!

Posted by [Cat998](#) on Wed, 25 Apr 2007 11:34:35 GMT

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Subject: Re: [BlackIntel] BIATCH v1.0 RELEASED!

Posted by [RTsa](#) on Thu, 26 Apr 2007 09:03:34 GMT

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Sounds great!

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