
Subject: Biatch.....

Posted by [_SSnipe_](#) on Thu, 24 May 2007 07:46:39 GMT

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can biatch work on a ctf server?

Subject: Re: Biatch.....

Posted by [EvilWhiteDragon](#) on Thu, 24 May 2007 07:48:52 GMT

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Depends, if the server modded damage values serverside (of weapons handled by the client) then it will falsely ban people.

Subject: Re: Biatch.....

Posted by [Viking](#) on Thu, 24 May 2007 08:00:06 GMT

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I saw it and for a second was like "why did he say bitch whats gonna get started here..."

LOL

Subject: Re: Biatch.....

Posted by [_SSnipe_](#) on Thu, 24 May 2007 09:25:30 GMT

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well it will have that instant kill gun and ob and agt but im not editing the power of the weps

Subject: Re: Biatch.....

Posted by [EvilWhiteDragon](#) on Thu, 24 May 2007 10:41:45 GMT

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Well if all the weapons are available on the clientside, and the damage values are not changed to something different then the client, there is no problem.

Subject: Re: Biatch.....

Posted by [_SSnipe_](#) on Thu, 24 May 2007 19:06:22 GMT

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cool but how about other stuff like what u buy changes and some vechs are different models and all the weps im using are on the leveledit that they came with and increase the jump and speed

and ect is that ok?

Subject: Re: Biatch.....

Posted by [sadukar09](#) on Thu, 24 May 2007 19:16:46 GMT

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i dont think biatch detect those

Subject: Re: Biatch.....

Posted by [StealthEye](#) on Thu, 24 May 2007 19:17:52 GMT

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Everything should be ok apart from modifying the weapon ammo definitions.

Subject: Re: Biatch.....

Posted by [_SSnipe_](#) on Thu, 24 May 2007 21:36:37 GMT

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cool

Subject: Re: Biatch.....

Posted by [AoBfrost](#) on Fri, 25 May 2007 14:51:56 GMT

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I dunno, I wouldnt use it, two servers I have been to have had cheaters use damagae and wall hacks yet biatch didnt catch them yet the message saying the server runs biatch is there....Yet then other times when I tested it, I lagged away from a purchase terminal, yet it claims I used purchase hacks just because my final purchase distance was outside of a building....it's called lag.....

Subject: Re: Biatch.....

Posted by [StealthEye](#) on Fri, 25 May 2007 15:09:18 GMT

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1. BIATCH doesn't block wallhack, nore some other cheats that we cannot block at this time.
 2. Any decent server should be able to differentiate between PT access due to lag and due to cheating. BIATCH gives an indication here which will help the server owners to detect these things.
 3. BIATCH doesn't show any message, so that message might have been shown by the server owner while having BIATCH temporarily disabled or something too.
-
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Subject: Re: Biatch.....

Posted by [EvilWhiteDragon](#) on Fri, 25 May 2007 17:33:24 GMT

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AoBfrost wrote on Fri, 25 May 2007 16:51: dunno, I wouldnt use it, two servers I have been to have had cheaters use damagae and wall hacks yet biatch didnt catch them yet the message saying the server runs biatch is there....Yet then other times when I tested it, I lagged away from a purchase terminal, yet it claims I used purchase hacks just because my final purchase distance was outside of a building....it's called lag.....

1st: It never claimed to block wall hacks.

2nd: It doesn't say you are using wall hack, it just says that you could be using it. That's something different. Also if you get that often, then you should fix your server, or set the lag threshold higher...

All this could be found in the documentation.

Hrm, shouldnt keep the message window open and then not post it, and when I get back post it before reading the thread again.
