Subject: TT - Biatch
Posted by gkl21 on Wed, 01 Oct 2008 23:10:51 GMT
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Will their be an option to disable just the damage hack check when it comes out?

Subject: Re: TT - Biatch
Posted by a000clown on Thu, 02 Oct 2008 00:56:44 GMT
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Although it would be nice to force all the servers to run anti-cheat, I know it would mess up some modded servers considerably so it wouldn't be good to do.

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).

Subject: Re: TT - Biatch
Posted by danpaul88 on Thu, 02 Oct 2008 08:23:24 GMT
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You do realise that changing the damage of weapons server side has no effect anyway, right?

Subject: Re: TT - Biatch
Posted by EvilWhiteDragon on Thu, 02 Oct 2008 09:13:38 GMT
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Well, I guess that since most people don't know that, I guess he doesnt know that either.

That, or they just are to retarded to believe us....

I hope that they just don't know.

Subject: Re: TT - Biatch
Posted by jnz on Thu, 02 Oct 2008 09:27:35 GMT

A small edit to YaRR would disable it in BIATCH and scripts 4.0.

Subject: Re: TT - Biatch
Posted by StealthEye on Thu, 02 Oct 2008 10:14:19 GMT

The point we've been trying to get across for ages is that changing damage on the server side has no effect at all. Try to change something to do 99999. Should be an instant kill, but if you try it with a client on a server running those mods (so, NOT in a single player/MP lan/MP practice game), you will just do the normal amount of damage. Hence you may just as well remove your damage changes, it will change nothing to the actual damage players do. You may as well set them all to 0.

Anyway, in TT the damage is determined by the server, so this issue will be gone entirely. With TT, your serverside damage mod will actually work, too.

Subject: Re: TT - Biatch
Posted by gkl21 on Thu, 02 Oct 2008 16:20:16 GMT

I'm just making sure Zunnie's Coop Mod works with TT, as with Biatch it did not... As long as the mod works with the stated damage values don't change, it's all good.