
Subject: Re: Biatch.....

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

[View Forum Message](#) <> [Reply to Message](#)

AoBfrost wrote on Fri, 25 May 2007 16:51 I dunno, I wouldn't use it, two servers I have been to have had cheaters use damage and wall hacks yet biatch didn't 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, shouldn't keep the message window open and then not post it, and when I get back post it before reading the thread again.
