Subject: [BlackIntel] BIATCH Released!
Posted by EvilWhiteDragon on Fri, 09 Mar 2007 19:23:44 GMT
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Our first major mod has been released!
BIATCH (AKA BlackIntel AnTi CHeat or BlackIntel ATtacks CHeaters) modifies the renegade fds
in such a way that it checks the damage. It also has some features against aimbots and even
bighead.

For more information visit:
http://www.black-intel.net/biatch/readme.htm

And you can find the download here:
http://www.black-intel.net/?page=downloads

Subject: Re: [BlackIntel] BIATCH Released!
Posted by Goztow on Fri, 09 Mar 2007 19:26:42 GMT
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This is a great tool, yet another step in anti cheating! Great work and great to see this is released
in such a short period since announcement . Go BI!

Subject: Re: [BlackIntel] BIATCH Released!
Posted by EvilWhiteDragon on Fri, 09 Mar 2007 19:28:24 GMT
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Well, we wont announce it untill we think we can really release it so

Subject: Re: [BlackIntel] BIATCH Released!
Posted by Ryu on Fri, 09 Mar 2007 19:44:39 GMT
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OMG !

<3 !! BI !!

Thank's Guys, Installing on our servers NOW!

Awsome job! You guys are the best.

Subject: Re: [BlackIntel] BIATCH Released!
Posted by Tunaman on Fri, 09 Mar 2007 19:47:01 GMT

That's pretty much awesome.
Well done guys.. This is an incredible step ahead for most of us. ^^

Subject: Re: [BlackIntel] BIATCH Released!
Posted by Herr on Fri, 09 Mar 2007 20:01:34 GMT

Looks good guys.

Subject: Re: [BlackIntel] BIATCH Released!
Posted by SeargentSarg on Fri, 09 Mar 2007 20:41:54 GMT

Ok, Crazy CTF with BIATCH = super bad.

2 People got banned. unistall don't work (I copied over an old mss w.e)

And they can't join now.
How do you unban somone?

Subject: Re: [BlackIntel] BIATCH Released!
Posted by EvilWhiteDragon on Fri, 09 Mar 2007 20:50:53 GMT

wolbanlist.txt Remove them there and they'll be unbanned. Removing BIATCH isnt unbanning anyone.

Subject: Re: [BlackIntel] BIATCH Released!
Posted by StealthEye on Sat, 10 Mar 2007 21:49:06 GMT

I know what causes the problem with CCTF. I hope to talk to the creator of it asap to sort it out (it isn't actually a BIATCH bug, but it's CCTF's tampering with damage values where the clients don't have the changes, and therefore the damage is different and the player is banned).

Subject: Re: [BlackIntel] BIATCH Released!
Posted by SeargentSarg on Sun, 11 Mar 2007 16:10:39 GMT

You said make it so you can disable some of BIATCH's features, like the kill count point thing, or make a version of biatch for each game mode.

Subject: Re: [BlackIntel] BIATCH Released!
Posted by Cat998 on Sun, 11 Mar 2007 16:34:33 GMT
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SeargentSarg wrote on Sun, 11 March 2007 17:10You said make it so you can disable some of BIATCH's features, like the kill count point thing, or make a version of biatch for each game mode.

I think you don't understand. BIATCH is working fine, it's the CTF mod
that is causing troubles because it's doing something what it shouldn't do. BIATCH should work with every mod.

Subject: Re: [BlackIntel] BIATCH Released!
Posted by EvilWhiteDragon on Sun, 11 Mar 2007 22:59:11 GMT
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SeargentSarg wrote on Sun, 11 March 2007 17:10You said make it so you can disable some of BIATCH's features, like the kill count point thing, or make a version of biatch for each game mode.
CCFT makers made 1 HUGE mistake, they editted the servers objects.* damage, and since they changed that, and the client doesnt have them changed, the client sends the "wrong" damage. While infact the server has the wrong damage.
Also, editting the dmg serverside doesn't influence the dmg done at all, so it is plain useless, but makes biatch malfunction.

Subject: Re: [BlackIntel] BIATCH Released!
Posted by SeargentSarg on Mon, 12 Mar 2007 02:26:35 GMT
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I understand, lol..

I just want features added to remove some settings, like remove damage counters, etc.