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