
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 17:10 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.

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.
