
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 17:10 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. CCFT makers made 1 HUGE mistake, they edited 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.
