Whitedragon wrote on Tue, 02 April 2013 22:55I don't know about BIATCH, but it's the same thing the "UseLagReduction" setting does. Having a good client side anti-cheat so you can only enable it for people not running the anti-cheat is the only thing that makes it slightly useful now.
I would recommend you put a big fat warning with it, as it really can ruin the game for non-TT players. And yes, BIATCH's distrust uses the UseLagReduction thingy, but on a player by player basis.