Subject: Re: What things are missing from TT server that BIATCH has?
Posted by Jerad2142 on Fri, 21 Apr 2017 16:29:08 GMT
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iRANian wrote on Fri, 21 April 2017 05:11No I'm talking about the automatic bighead detection from BIATCH, where if a player who runs bighead joins the server he gets immediately banned after firing his weapon.

StealthEye gave me the code for it like ~4 years ago because TT server 4.0 didn't have it. I lost the code though but I still know how it works.
4.x can prevent this by adding the character models to the list of files that can't be modded.