
Subject: BIATCH Beta Test Report:
Posted by [Kiss](#) on Sat, 10 Mar 2007 08:02:54 GMT
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Hi there:

I've been beta testing this Biatch software on a private Tournament Server with every possible angle and twist for past couple of weeks, and this I've got to say:

- BIATCH:: Player tried to purchase something from within a vehicle! = this here is usually not a cheat but rather a funky glitch which notifies users via mIRC message (when a player parks his/her vehicle too close to a Purchase Terminal then hitting the use key accesses both, the PT and enters the vehicle), Do note while this is most common it is not 100% false as there are cheats out there that allow player to purchase characters and items from with in his/her vehicle.

- BIATCH:: Player used an unavailable weapon (Damage: 1000000.000000; Warhead: 24) = this here is just a sample of one message type that appears when a modified weapon has been used. I had some assistance from a very capable associate trying anything from 1 point to 100 point damage increase and all of these were caught with in moments. If such tamper is detected the Auto ban function takes over and solves your problem, however please do note that this auto ban feature can be turned off in the cfg file.

- BIATCH: Player tried to purchase something from 170 feet away from the nearest PT! = this is a Purchase Terminal anywhere cheat being caught with the anti cheat software... Please note when testing BIATCH I learned of an approximate game distance when measured in feet (if BIATCH beeps saying 5-15 feet this should be with in acceptable margins, however when BIATCH beeps 20 feet + then it most certainly is a PT cheat as 20 feet is approximately the length of 2 medium tanks lined up bumper to bumper.)

- BIATCH has a built in anti aim-bot feature which is extremely simple to use: note when you download this software this feature is disabled by default so you have to enable it in the "cfg.ini" file, otherwise you will make same mistake as I - hehehe coming back to Black Intel and complaining how this anti cheat does not pick up on the most common cheat out there. So yes u can disable Any Anti-Bot usage via the "cfg.ini"

- BIATCH with my testing is 29/30 Accurate and 1/30 False as I tested on my own Tournament server with Specialty modifications: server side and it only gave a false positive once with a server side weapon modification: Volcom sniper rifle (I have not double checked this so if I am wrong please add). I've tested with GDI holding NODs weapons and vise versa and no problems. I also held the AGT + Obelisk guns with server setup to include them and no problem there either... While testing I did not come across any server side glitches. so have no worry there Smiley

- I noticed no false positives except that one thing I mentioned in 2nd paragraph with Purchase within Vehicles. It is always best if you read the readme file and go over the "cfg" to learn about all the features.

Thank you for allowing me to be one of the first people to publicly test your software in an organized event Smiley. I must add I caught no one cheating in my 80 player Tournament so this makes me happy Smiley.

This line here was supposed to say, "Furthermore I would like to request a public release of this software ASAP" but since it is already out I can only say enjoy it Smiley

Logan Thanks you

Subject: Re: BIATCH Beta Test Report:
Posted by [=HT=T-Bird](#) on Sat, 10 Mar 2007 12:49:15 GMT
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I am quite glad to see it working well in action As far as the purchase within vehicle issue goes, I will have to speak with StealthEye about the possibility of removing that trigger for either 1.0final or 1.1.

Subject: Re: BIATCH Beta Test Report:
Posted by [Jerad2142](#) on Sat, 10 Mar 2007 15:24:10 GMT
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KisMyAsss wrote on Sat, 10 March 2007 01:02

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I have had times in the past where I would press "E" on purchase terminal and because of Lag I would get pulled way back to a corner in the wall that I passed earlier and then the Purchase terminal pops up.

Does it also detect this as cheating or does it know better?

Subject: Re: BIATCH Beta Test Report:
Posted by [Goztow](#) on Sat, 10 Mar 2007 15:28:32 GMT
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Jerad Gray wrote on Sat, 10 March 2007 16:24KisMyAsss wrote on Sat, 10 March 2007 01:02
- BIATCH: Player tried to purchase something from 170 feet away from the nearest PT! = this is a Purchase Terminal anywhere cheat being caught with the anti cheat software... Please note when testing BIATCH I learned of an approximate game distance when measured in feet (if BIATCH beeps saying 5-15 feet this should be with in acceptable margins, however when BIATCH beeps 20 feet + then it most certainly is a PT cheat as 20 feet is approximately the length of 2 medium tanks lined up bumper to bumper.)

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Does it also detect this as cheating or does it know better?

It does log it but a rather decent server owner will only ban u if it starts repeating .

Subject: Re: BIATCH Beta Test Report:

Posted by [Jerad2142](#) on Sat, 10 Mar 2007 15:33:33 GMT

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I was playing on a server two days ago, and got into a fight in the tunnels and they killed me, about 6-10 seconds later I got the boink sound and it popped up that I killed someone (no it was not timed C4 but lag, my timed c4 went off a few seconds later and killed someone else, I love it when that happens).

Subject: Re: BIATCH Beta Test Report:

Posted by [EvilWhiteDragon](#) on Sat, 10 Mar 2007 18:54:44 GMT

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Jerad Gray wrote on Sat, 10 March 2007 16:33I was playing on a server two days ago, and got into a fight in the tunnels and they killed me, about 6-10 seconds later I got the boink sound and it popped up that I killed someone (no it was not timed C4 but lag, my timed c4 went off a few seconds later and killed someone else, I love it when that happens).

You wouldnt get banned, but you would generate a waring in the logs and at irc.

Subject: Re: BIATCH Beta Test Report:

Posted by [Jerad2142](#) on Mon, 12 Mar 2007 05:58:50 GMT

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EvilWhiteDragon wrote on Sat, 10 March 2007 11:54Jerad Gray wrote on Sat, 10 March 2007 16:33I was playing on a server two days ago, and got into a fight in the tunnels and they killed me, about 6-10 seconds later I got the boink sound and it popped up that I killed someone (no it was not timed C4 but lag, my timed c4 went off a few seconds later and killed someone else, I love it when that happens).

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What would the warning be for, suspected cheating, or just bad lag (or possibly that cheat that causes you to lag)?

Subject: Re: BIATCH Beta Test Report:

Posted by [Tunaman](#) on Mon, 12 Mar 2007 06:08:37 GMT

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The "cheat that causes you to lag" can already be detected serverside for a while now. It would probably say something like you did damage with a weapon that you weren't holding or something like that.

Subject: Re: BIATCH Beta Test Report:
Posted by [Jerad2142](#) on Mon, 12 Mar 2007 13:41:50 GMT
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Ralphzehunter wrote on Mon, 12 March 2007 00:08The "cheat that causes you to lag" can already be detected serverside for a while now. It would probably say something like you did damage with a weapon that you weren't holding or something like that.
Oh, okay then, I guess there is no problem with that.

Subject: Re: BIATCH Beta Test Report:
Posted by [StealthEye](#) on Mon, 12 Mar 2007 14:18:07 GMT
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It will show a "suspected cheater" message and a good admin wouldn't do anything when they just got one message. Also your damage would be blocked.
