
Subject: BIATCH Bighead Messages
Posted by [Goonhaven](#) on Sat, 06 Sep 2008 15:16:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

Apparently some skins are detected by BIATCH as bigheads...

Is this true for normal skins? Or are they all skins that make people's heads bigger? Therefore should be banned for any bighead messages?

Subject: Re: BIATCH Bighead Messages
Posted by [_SSnipe_](#) on Sat, 06 Sep 2008 16:46:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

Goonhaven wrote on Sat, 06 September 2008 08:16 Apparently some skins are detected by BIATCH as bigheads...

Is this true for normal skins? Or are they all skins that make people's heads bigger? Therefore should be banned for any bighead messages?

skins are texture files edited which by changing the color or how they look they are ok most of the time any some people can use as an advantage skin (skin makes an advantage on how they see it or w/e) w3d file that makes an object change shape or BIGGER is consider a hack since someones head can be 10 feet tall and which means u shoot the top he gets hurt and others see you shooting the sky and hurting them

correct me if im wrong?

Subject: Re: BIATCH Bighead Messages
Posted by [Starbuzz](#) on Sat, 06 Sep 2008 17:00:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi Goon!

Subject: Re: BIATCH Bighead Messages
Posted by [Goonhaven](#) on Sat, 06 Sep 2008 18:22:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi Pawky

SSnipe my question was really - "Is BIATCH always correct about bighead skins?" if you put it in another way.

So your reply doesn't really answer me, but thanks anyway...

Subject: Re: BIATCH Bighead Messages
Posted by [Goztow](#) on Sat, 06 Sep 2008 18:44:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

AFAIK we never had a false positive on bighead.

Subject: Re: BIATCH Bighead Messages
Posted by [EvilWhiteDragon](#) on Sat, 06 Sep 2008 18:51:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

it is 100% certain

Subject: Re: BIATCH Bighead Messages
Posted by [_SSnipe_](#) on Sat, 06 Sep 2008 19:47:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

Goztow wrote on Sat, 06 September 2008 11:44AFAIK we never had a false positive on bighead.
question...whats AFAIK

Subject: Re: BIATCH Bighead Messages
Posted by [Goonhaven](#) on Sat, 06 Sep 2008 19:51:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

SSnipe wrote on Sat, 06 September 2008 14:47Goztow wrote on Sat, 06 September 2008
11:44AFAIK we never had a false positive on bighead.
question...whats AFAIK

"As far as I know".

Subject: Re: BIATCH Bighead Messages
Posted by [Carrierll](#) on Mon, 08 Sep 2008 21:38:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

Bighead detection probably works by looking at where the bullet hit compared to where the victim is standing, and seeing if it's in or out of a range that could happen. (IE, if a normal person was standing there, would the bullet have missed?) As such, there's no way it can be wrong, unless those constants are wrong, but BI are very good.

Am I right?

Subject: Re: BIATCH Bighead Messages

Posted by [EvilWhiteDragon](#) on Sun, 14 Sep 2008 15:31:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

CarrierII wrote on Mon, 08 September 2008 23:38Bighead detection probably works by looking at where the bullet hit compared to where the victim is standing, and seeing if it's in or out of a range that could happen. (IE, if a normal person was standing there, would the bullet have missed?) As such, there's no way it can be wrong, unless those constants are wrong, but BI are very good.

Am I right?

Not exactly. Our method doesn't have any lag side effects, like we do have with the PT hack.
