
Subject: What things are missing from TT server that BIATCH has?

Posted by [iRANian](#) on Thu, 20 Apr 2017 21:21:52 GMT

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I know a few things were missing a few years back and I know some servers run 4.0 server with BIATCH loaded. I'd like to use it too but I don't have the source code to it so I'm pretty concerned it might conflict with things.

What things are missing from TT 4.0 server that BIATCH has? Years ago I noticed that bighead/bigbodies detection, some aimbot detection and the damage hacks detection was missing.

Are there any other things? I assume all the netcode hack things are added?

Subject: Re: What things are missing from TT server that BIATCH has?

Posted by [jonwil](#) on Fri, 21 Apr 2017 06:51:50 GMT

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Do NOT mix 4.x and BIACH, they aren't compatible. The TT team has access to the BIATCH source code and ported all of the things in BIATCH that are possible to put into 5.x in there (the things that are missing just aren't possible to easily support in 4.x due to how it all works)

That said, if there is a feature in BIATCH that isn't in 4.x and that you really want, post in here and maybe the team can find a way to do it.

Subject: Re: What things are missing from TT server that BIATCH has?

Posted by [iRANian](#) on Fri, 21 Apr 2017 08:01:46 GMT

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Well if they're still missing...it would be nice to have damage hack and bighead/bigbodies detection for non-4.0 clients.

Subject: Re: What things are missing from TT server that BIATCH has?

Posted by [jonwil](#) on Fri, 21 Apr 2017 08:38:22 GMT

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As far as I know all the damage hack detection from BIATCH was incorporated into 4.x.

Subject: Re: What things are missing from TT server that BIATCH has?

Posted by [Whitedragon](#) on Fri, 21 Apr 2017 09:23:55 GMT

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Are you talking about using the "mapch" console command to check for bighead files on 3.x clients?

Subject: Re: What things are missing from TT server that BIATCH has?

Posted by [iRANian](#) on Fri, 21 Apr 2017 11:11:45 GMT

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No 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.

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.

Subject: Re: What things are missing from TT server that BIATCH has?

Posted by [iRANian](#) on Fri, 21 Apr 2017 16:53:53 GMT

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That's great but non-4.0 players can still join the server and use bighead

Subject: Re: What things are missing from TT server that BIATCH has?

Posted by [jonwil](#) on Fri, 21 Apr 2017 20:14:11 GMT

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If you are concerned about that, just deny pre-4.x players from your server. Most players are using 4.x these days anyway I would have thought...

Subject: Re: What things are missing from TT server that BIATCH has?

Posted by [iRANian](#) on Fri, 21 Apr 2017 20:18:10 GMT

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Yes but there aren't many non-4.0 players left. Honestly if there were 200 players online I would just put it on 4.0 only. There are *SO* many benefits to 4.0 and keeping support for non-4.0 is very limiting (but you know all about that).

It's a shame.

Subject: Re: What things are missing from TT server that BIATCH has?

Posted by [Gen_Blacky](#) on Tue, 25 Apr 2017 06:21:34 GMT

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The thing about rencorner. We get all the new players that buy the ultimate collection, first decade. Having a server with no script clients is necessary. For any possibility of having a new player base these players need somewhere to go so they can find out about scripts not to mention them finding about APB and other mods.
