Subject: Re: the anti cheat thing
Posted by Goztow on Thu, 26 Jun 2008 11:36:39 GMT
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The anti cheat will be partially client side, included in an existing or new Renegade file, and partially server side.

Everything which is possible server side has been done. This was limited by the information that the client sends to the server. If i understood correctly, the client will now send more information to the server, so the server can check for more unusual stuff and block it.

It will be harder to bypass but as long as it's the client that calculates damage and so on, it'll never be possible to guarantee that things can't be bypassed. And calculating everything server side is nearly impossible: it causes way too much lag.

With inverse engineering, people will always be able to bypass protection. You just need to make it hard enough and update regulary to discourage bypassers.