
Subject: Re: Some questions/suggestions
Posted by [jonwil](#) on Tue, 29 Sep 2009 09:29:22 GMT
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The plan at this point is to have 2 anti-cheat modes, mode 1 means all "cheat sensitive" files are enforced by the server (which includes ALL w3d files), mode 2 means no file enforcement at all.

If the server considers a file "valid", it will be accepted by the anti-cheat.
Skins are not going to be cheat checked except for the sniper scopes and the stealth effect. No audio is cheat checked at all.
