Subject: Re: Some questions/suggestions
Posted by Genesis2001 on Wed, 30 Sep 2009 15:41:30 GMT
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jonwil wrote on Tue, 29 September 2009 02:29The 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.

Tbh. Have three modes like Steam does for TF2...and leave the mode choice up to server owners.

// Control where the client gets content from
// 0 = anywhere, 1 = anywhere listed in white list, 2 = steam official content only
sv_pure 0

"0" allowing everything (normal; be just like now)
"1" allowing "whitelisted" items to be used
"2" enforcing standard models only