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Subject: Re: Details of some of the features in 4.0

Posted by [EvilWhiteDragon](#) on Thu, 01 Oct 2009 13:19:05 GMT

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jonwil wrote on Thu, 01 October 2009 15:03 Remote screenshot functionality IS in and 100% working last I checked.

You will (as of now) need to be able to run a web server that can respond to the specific upload sent by the client.

As for C4 textures checking textures applied to 3d models (i.e. not textures directly referenced by the code) would place a lot of load on the CPU, especially if we only want to check some textures and not others.

With remote screenshot, it is possible to simply grab a screenshot of any player suspected of using C4 cheats at a point when they are looking at a C4 object.

Wouldn't it just be possible to check the skins hash against a list of allowed hashes by the host?

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