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Subject: Re: In Game Web Browser

Posted by [EvilWhiteDragon](#) on Sun, 07 Nov 2010 16:01:18 GMT

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ELiT3FLyR wrote on Sun, 07 November 2010 16:40 what are u talking about hitman, it was impossible to fix the two things that all competitive players care about, ie anti cheat and c4 glitching without adding 100 other features and creating an entire new game at the same time. With a game that has as many bugs and possible exploit places as Renegade, it takes a lot of time to make it cheatproof. Also, a lot of PUBLIC players wanted a download feature, something that's not exactly easy to do. Another complication was that AC needs an auto updater, as you want to be able to force people to the newest version if a cheat works on an older version. Besides all this there are the occasional emergency fixes that need to be carried out, for ex. the one where you can crash a server with a particular UDP packet. Something that could make online play impossible.

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