Subject: What's being done to stop cheats Posted by Squiddley on Thu, 04 Sep 2003 03:17:14 GMT View Forum Message <> Reply to Message

Thanks to all involved with developing RenGuard. It *is* really appreciated. As usual the few risk spoiling it for the majority.

I don't know the technicalities, but could server hosts specify filenames of any additional objects/files that they don't want to allow. E.g. the filename of the sniper scope mod. Some servers allow it, others don't. This will enable customisation according to hosts' rules. (In addition to a core set of filenames for those known damage/bighead cheats etc.)

Again, thanks!

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