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Subject: Re: TT 4.0 FULL source code

Posted by [danpaul88](#) on Sat, 24 Sep 2011 21:30:32 GMT

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Good luck implementing a purely server side solution to check for client side textures and models etc... how would you detect the 'lol-beacon-with-giant-50ft-arrow-above-it' model via a purely server side check that has no access to the files on the clients installation? lol...

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