## Subject: Re: will this disallow skins?
Posted by Genesis2001 on Tue, 24 Jun 2008 23:18:46 GMT
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R315r4z0r wrote on Tue, 24 June 2008 15:23StealthEye wrote on Tue, 24 June 2008 07:37Depends on your settings. We plan to have a pure mode, limited mode and normal mode. Pure would stop all installed skins from working (you don't need to remove them to play on a pure server), limited mode would allow textures (skins), but disallow model changes and changes to other important data files, a bit like non-pure Renguard. Normal mode would allow everything, like Renegade is now. This is mostly for modders who want to test things on their own server without getting trouble with the anti cheat functions.

Note that these things might get changed since this part has not yet been implemented.
It is a very good idea.

But would cheaters simply be able to use a modified Always.dat with the texture files they want to use instead?


I'm sure there's a way to check for a hash of a "normal" Always.dat file and compare it with the hash of a modified one. That's a possible way to detect cheating attempts.

IDK though.

~Zack