Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by BlueThen on Sat, 30 May 2009 19:28:03 GMT
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StealthEye wrote on Sat, 30 May 2009 13:50BlueThen wrote on Sat, 30 May 2009 20:22StealthEye wrote on Sat, 30 May 2009 12:27halo2pac wrote on Sat, 30 May 2009 17:22When sending files from an untrusted source (some n00b's modded server) we should be a little more care full than just thinking that it would be 'too hard to put a virus in there.' You can easily validate many files by what there hex code starts off with, its almost the same every time... especially for jpegs.
It would be a simple addition to the downloader.

Lets not go into a 10 page topic about this... just keep it in mind when your coding it.
We obviously thought about whether there would be any vulnerabilities; however came to the conclusion that it's not easier to exploit the downloader than it is to exploit renegade itself. Downloading files may sound risky, but it really isn't much different (in expoitability) from what Renegade does all the time: download game state information from the server.
So will it be restricted to certain types of files (objects.ddb, scripts.dll, skins, sounds, etc), or just anything?
TT packages, which include files like that. But definitely not scripts.dll or any other dlls, allowing that would be a big security hole.I see.