
Subject: Model Replacement Question

Posted by [htmlgod](#) on Thu, 01 Apr 2004 10:48:28 GMT

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Checking model replacements....

How does reguard confirm that a model you have in your data folder is identical to the one on the safe list? Maybe I missed something, but for something like a weapon model replacement or a character model replacement there wouldn't be much to check by - I guess file size, but then someone making a cheat could just download a legit file, check its file size, and rework their model until its the same file size. But you probably have some more advanced checking system....?
