Subject: Blocking Models but allowing skins
Posted by Lazy5686 on Sun, 24 Jun 2012 22:35:28 GMT
View Forum Message <> Reply to Message

Is there any way to allow all skins (.dds) files but only manually allow models (.w3d) through adding their hashes to the whitelist?

Subject: Re: Blocking Models but allowing skins
Posted by EvilWhiteDragon on Sun, 24 Jun 2012 22:43:42 GMT
View Forum Message <> Reply to Message

naming all skins in the anticheat file like
<skinname>=0

Subject: Re: Blocking Models but allowing skins
Posted by NACHO-ARG on Mon, 25 Jun 2012 00:49:13 GMT
View Forum Message <> Reply to Message

the only dds files cheked by the anticheat are "stealth_effect.dds" and "hud_sniper.dds" as far as i know so unless i am wrong you shouldnt worry about the rest.

Subject: Re: Blocking Models but allowing skins
Posted by Lazy5686 on Mon, 25 Jun 2012 01:20:44 GMT
View Forum Message <> Reply to Message

Thank you.

Subject: Re: Blocking Models but allowing skins
Posted by Lazy5686 on Tue, 03 Jul 2012 11:31:51 GMT
View Forum Message <> Reply to Message

Bump...

Not working, I get kicked even if I have don't have the file.

0=hud_sniper.dds
0=stealth_effect.dds

hud_sniper.dds=0
stealth_effect.dds=0

Subject: Re: Blocking Models but allowing skins
Posted by StealthEye on Tue, 03 Jul 2012 11:53:47 GMT
View Forum Message <> Reply to Message

From the changelog:

New config file acallow.ini. An example config file is shown below. Any file in the list will be excluded for hash checking by the anti-cheat system.
[AllowList]
stealth_effect.dds=0
always.dat=0

So, create an acallow.ini and add something like the above in it.

Subject: Re: Blocking Models but allowing skins
Posted by Xpert on Tue, 03 Jul 2012 12:09:05 GMT
View Forum Message <> Reply to Message

You could of asked me on IRC