
Subject: Re: Lol owned, honestly whos next...
Posted by [jnz](#) on Tue, 16 Jan 2007 20:14:06 GMT
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warranto wrote on Tue, 16 January 2007 16:41How will they know how it modifies the players unless they have access to it?

like i already said:

- 1) make a hash of the original renegade files
 - 2) send the hashes to a central server along with the player info etc.
 - 3) the server compares to whatever hashes they have
 - 4) the server sends whether the player has modified files or not.
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