
Subject: Re: RenGuard Update!
Posted by [Crimson](#) on Fri, 09 Feb 2007 19:29:25 GMT
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No, we were trying to detect the server's correct mode and comparing it. However, that method ended up with false positives for a reason not known to me personally. So now we are making it so the server-side client must send the radar mode to the master servers when it connects and the player's mode will be compared to it.
