## Subject: Anti-cheat and custom objects munitions Posted by a000clown on Tue, 17 Feb 2009 09:15:10 GMT

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I was just reading some old threads and this caught my eye:

Goztow wrote on Thu, 26 June 2008 07:36The anti cheat will be partially client side, included in an existing or new Renegade file, and partially server side.

Everything which is possible server side has been done. This was limited by the information that the client sends to the server. If i understood correctly, the client will now send more information to the server, so the server can check for more unusual stuff and block it.

It will be harder to bypass but as long as it's the client that calculates damage and so on, it'll never be possible to guarantee that things can't be bypassed. And calculating everything server side is nearly impossible: it causes way too much lag.

With inverse engineering, people will always be able to bypass protection. You just need to make it hard enough and update regulary to discourage bypassers.

If someone from the team could say which of the following will be possible to modify (With the TT patch and all its anti-cheat enabled) server-side that would be great.

#### Ammo

Warhead
Damage
Range
EffectiveRange
Velocity
RateOfFire
SprayAngle
SprayCount
SprayBulletCost
ExplosionDefID

### **Explosion**

DamageRadius DamageStrength Warhead DamageIsScaled

Weapon

PrimaryAmmoDefID SecondaryAmmoDefID

# ClipSize MaxInventoryRounds

The other settings aren't important to me.

Also would like to know if changing what weapons infantry/vehicles use will trigger false positives.

You can check the uploaded image if you don't know what I'm talking about.

File Attachments
1) munitions.gif, downloaded 236 times

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