Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by halo2pac on Fri, 29 May 2009 18:55:15 GMT
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Crimson wrote on Mon, 11 May 2009 10:18new anti-cheat methodology
Yay.

Crimson wrote on Mon, 11 May 2009 10:18improvements in netcode.
Lower pings o.0?

Crimson wrote on Mon, 11 May 2009 10:18just removing the annoying bugs.
Wait that's 99% of the game!
(jk lolz)

Crimson wrote on Mon, 11 May 2009 10:18We are also including a "resource downloader" to allow the server to designate any modification or custom maps they would like you to have in order to play and you can download them automatically
God help us all. Unless you are verifying that the resources being sent are legit MIX, Images, or Sounds you are gunna have virus problems.

You could easily rename a virus.exe to kittens.mix, send it, and kill us all.

JPEGs can easily be verified just by the way there hex addresses are, IDK about mixes though (maybe like MP3's which are close to random)

Theres my 4 cents.