
Subject: Re: Some questions/suggestions
Posted by [Reaver11](#) on Tue, 29 Sep 2009 10:52:18 GMT
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jonwil wrote on Tue, 29 September 2009 04:29The plan at this point is to have 2 anti-cheat modes, mode 1 means all "cheat sensitive" files are enforced by the server (which includes ALL w3d files), mode 2 means no file enforcement at all.

If the server considers a file "valid", it will be accepted by the anti-cheat. Skins are not going to be cheat checked except for the sniper scopes and the stealth effect. No audio is cheat checked at all.

What happens if the server is running a pkg file (which the client has the same version of course) and you are running your server at mode 1 (all file enforcement)?
