Subject: Re: How do we get Renegade great again?
Posted by jonwil on Mon, 02 Aug 2010 08:28:05 GMT
View Forum Message <> Reply to Message

Malware is different to cheats.
Malware is software that the owner of the computer does not wish to run (and therefore will install things designed to block it)

Cheats on the other hand are things the owner of the computer wishes to run. Given the architecture of renegade, it is almost impossible to stop many cheats purely on the server (including various forms of hacked objects.ddb files) if the client can "lie" to the server (e.g. sending the hash of an unmodified objects.ddb file even though its loaded a modified one)