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Subject: Re: How did this happen?

Posted by [EvilWhiteDragon](#) on Mon, 29 Nov 2010 21:09:23 GMT

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GoTWhisKéY wrote on Mon, 29 November 2010 21:57 The fact that it has the capability to scan your hard drive at all - that means the loophole is there and CAN be abused. Troop mentioned using a 'private' brenbot plugin with it, and Hypno's said a server owner used it to bring up private message logs... Now whats true and whats not, who knows. But if it can 'see' the files', it can essentially read them. It can probably be written into brenbot as a plugin, if it hasn't been already.

No matter the case, if that loophole exists, what else does in this 3rd party software that all of us Renegade players are using.

EA isn't going to be happy about their netcode being leaked either.

The scan code should indeed be limited to the Renegade dir only, if we decide to keep it in place.

The source code from EA was AFAIK not about the netcode, but that is probably of little relevance. They will not like it anyways.

The netcode bits are highly annoying as it could make servers rather vulnerable for crashes.

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