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Subject: Re: How did this happen?

Posted by [Hypnos](#) on Tue, 30 Nov 2010 17:01:04 GMT

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EvilWhiteDragon wrote on Tue, 30 November 2010 09:30Ethenal wrote on Tue, 30 November 2010 03:32jonwil wrote on Mon, 29 November 2010 19:07I can assure you I did NOT give TrooprM02 this code.

What happened is that at some point, I uploaded a file (containing a really old code dump of 4.0) to a server that was not as secure as I assumed it was. Once I found out that the file wasn't secure, I immediately removed it. Until this leak happened, I was unaware that anyone outside of TT even HAD the source code.

I for one do not intend to let this stop 4.0. After all, Valve had a major leak of the source code to Half-Life 2 and that went on to be a smash hit and one of the most popular FPS games of all time.

We are most definitely not "fucked". The code dump was old and did not contain most of the anti-cheat.

Just to clarify, I read through one of the chat logs, found a url, took the file off, and voila - directory listing. It was in fact the one you're talking about. Just throwing it out there to back up the point it was a simple mistake that was very easy to find.

(Although at that point it just had a build of scripts 4.0 in there, not any source code)

You are right. It was a really stupid mistake to make. Unfortunately we can't change that right now, the only thing we can and will do is make sure that it doesn't happen again.

Hypnos wrote on Tue, 30 November 2010 06:45If anything, this is speeding up a release because they just announced some public testing to be done this weekend...

Not really, it may speed up a release, but still sets us back on the coding work ahead of us. We know TT is pretty stable, but it does still contain errors. Look at it as a diamond which is in cutting. While it may look pretty good, it's not yet done. Now we will probably have a lot more coding stuff to do, to protect servers from crashing (and perhaps more AC measures).

Despite it being a set back, it gives the community an insight into what is actually left, and gives some meaning to the statistics we've been hit with for a long period of time. Yes, it's inconvenient, and yes, it may contain some errors, but isn't that the point of either acquiring an independent test group, or releasing a public beta so people can report feedback on any bugs they may find?

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