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Subject: Re: HUD.ini

Posted by [jonwil](#) on Tue, 07 Dec 2010 13:19:13 GMT

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- 1.hud.ini is very much available. TT does not block custom HUDs
- 2.It is not possible to cheat using stock unmodified shaders.dll and a modified hud.ini. Building bars and other cheats are only possible with modified shaders.dll. (if anyone knows of a way to cheat using hud.ini, let me know).
- 3.There are no plans to enforce hud.ini or to allow server owners to inspect for hacks. There IS a remote screenshot feature though.
- 4.RGH has nothing to do with hud.ini or shaders.dll.
- 5.scripts 4.0 will be blocking custom unapproved shaders.dll files (exactly how is still being figured out)

Also I should point out that in 4.0, a big number of "sensitive" keywords and settings from hud.ini were moved to a new ini file which is checked by the anti-cheat.

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