Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!
Posted by Gohax on Fri, 09 Sep 2011 02:33:48 GMT

StealthEye wrote on Thu, 08 September 2011 19:14OpTic's problem is fixed. The problem was that commands.txt (and other files) were marked hidden, so that the game could not write to them. I have no idea how that happened, but it's unlikely that anyone else will experience it.

slayer21, I'll add you on MSN. Maybe we can solve the problem that way.

NACHO-ARG, any model changes on your client will have to be validated by the server owner, that's the only way to prevent cheats with modified models. You will have to ask the owners of the server(s) you play on to validate your model and add it to the anti-cheat whitelist. It's somewhat inconvenient indeed, but it's the only way to make it secure.

Thanks a lot Stealtheye. Really appeciate man. And, wierd how something so simple causes a problem that big -_-