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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [NACHO-ARG](#) on Fri, 09 Sep 2011 07:33:05 GMT

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StealthEye wrote on Thu, 08 September 2011 19:14

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 for sowing some interest in my concerns , but the game will run original models even in single player, and besides, most servers are not running TT yet, am i right? so i thought this may be unable in the client, and not a conflict whit the server file database, just wanted to know about this, cause ren is the only game i care about and i would´nt like to stop playing because i cant use the things i like and i have never cheated and never been baned, besides biatch/whatever can detect big heads and stuf like that, whit out preventing you of use normal size models, so felt kind of disapointed when i tested the patch, sorry for the negativity, i dont want to be an ass, i do respect a lot the work you all have done whit this, i just dont want to see my gameplay eperience afected for this issue, hope this can be fixed or at least that i could keep running 3.44 in the future whit out been forsed to run TT.

anyway again, thanks for your response.