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Subject: Re: TT 4.0 FULL source code

Posted by [chat](#) on Sat, 24 Sep 2011 21:33:42 GMT

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danpaul88 wrote on Sat, 24 September 2011 14:30 Good luck implementing a purely server side solution to check for client side textures and models etc... how would you detect the 'lol-beacon-with-giant-50ft-arrow-above-it' model via a purely server side check that has no access to the files on the clients installation? lol...

I keep saying I'll end the discussion, but I keep lying. Either way, what you're doing is basically asking the client if they have any cheats installed or not, which isn't a very good idea to be honest. I suppose you should have partial client-side anti-cheat, but this will be the actual end of discussion, I promise.

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