Subject: Re: damn rambo6 wallhacker
Posted by Ethenal on Wed, 23 Oct 2013 02:39:47 GMT

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Lazy5686 wrote on Tue, 22 October 2013 21:03EvilWhiteDragon wrote on Tue, 22 October 2013 15:07VuLTiMa wrote on Tue, 22 October 2013 21:29Maybe because its newmaps and they cba to add entries for every model/file that is downloaded for their maps?

I'm *fairly* sure that anything that's included in the maps should be allowed on the client. Oh, and I'm too lazy to search for it now.
Nope, we've had several issues where everyone gets kicked from the server because one random map file was blocked. Kind of irritating.
Yes, this is actually quite a problem we have. I mentioned for one of us to make a thread in the TT subforum about it, but I kinda forgot. Usually when we put a new map on we haven't tested, a whole 40-50 player game gets kicked out because of the anticheat.