Subject: Re: Scripts 4.4 progress update
Posted by jonwil on Thu, 25 May 2017 09:48:32 GMT
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Which bits of the anti-cheat dont currently log details to a log file?

I know the stuff we took from BIATCH logs to a log file (PT checks, netcode hacks, weapon/ammo hacks) but if there are other parts of the anti-cheat that should be logging to a file but aren't, let me know and I will see what I can do.

EDIT:
I do know the file-hash anti-cheat doesn't log to a file and have made a note on our internal scripts todo list so that logging for that particular feature will get added (i.e. the details of players kicked for file-hash failures will get logged to the same log files as per those for the netcode hacks etc)

Oh also I hope servers are actually turning on the file-hash anti-cheat (if anyone knows of servers that don't use it or knows why servers aren't using it, please tell me so I can make whatever changes are necessary so servers are willing to turn it on)