Subject: anticheat.ini
Posted by Ethenal on Thu, 30 Aug 2012 23:37:00 GMT
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Could we have a console command that refreshes the data from anticheat.ini? This way, when I add new skins/models/etc. on Jelly, I don't have to restart in the middle of a full game just so people can use their models.

Thanks!

Subject: Re: anticheat.ini
Posted by Lazy5686 on Sun, 02 Sep 2012 01:39:07 GMT
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Could always wait until raven crashes it...

Subject: Re: anticheat.ini
Posted by raven on Sun, 02 Sep 2012 02:42:15 GMT
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it's inevitable

Subject: Re: anticheat.ini
Posted by Xpert on Sun, 02 Sep 2012 02:43:59 GMT
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indeed.

Subject: Re: anticheat.ini
Posted by StealthEye on Sun, 02 Sep 2012 09:03:26 GMT
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This is not as easy as it seems, and will not be done for RC1 to make sure we do not introduce any issues.

Subject: Re: anticheat.ini
Posted by Ethenal on Sun, 02 Sep 2012 14:25:01 GMT
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StealthEye wrote on Sun, 02 September 2012 04:03This is not as easy as it seems, and will not

be done for RC1 to make sure we do not introduce any issues.
Hmm, okay. Thanks anyway.

Subject: Re: anticheat.ini
Posted by jonwil on Fri, 14 Dec 2012 07:54:31 GMT
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This issue is now solved. The next scripts version (whenever that is released) will contain a console command ACRELOAD. This command will reload anticheat.ini, anticheat2.ini and acallow.ini.
It will pick up both new entries in these files and removed entries.

Subject: Re: anticheat.ini
Posted by Sean on Fri, 14 Dec 2012 17:48:16 GMT
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jonwil wrote on Fri, 14 December 2012 00:54This issue is now solved. The next scripts version (whenever that is released) will contain a console command ACRELOAD. This command will reload anticheat.ini, anticheat2.ini and acallow.ini.
It will pick up both new entries in these files and removed entries.

Fantastic, thank you!

In regards to adding skins/models - have you looked into the issue whereas you can only allow a single file with a certain name once?

For instance adding hud_sniper.dds - you cant add multiple versions, as it doesn't work.

Subject: Re: anticheat.ini
Posted by NACHO-ARG on Fri, 14 Dec 2012 18:12:17 GMT
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Croatoan wrote on Fri, 14 December 2012 10:48
In regards to adding skins/models - have you looked into the issue whereas you can only allow a single file with a certain name once?

For instance adding hud_sniper.dds - you cant add multiple versions, as it doesn't work.

if that is true, the wole purpose of hashing models would be prety much useless since lots of ppl use diferent vercions of the same items replacements, like tank shots for example.

Subject: Re: anticheat.ini
Posted by Gen_Blacky on Fri, 14 Dec 2012 20:19:57 GMT
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NACHO-ARG wrote on Fri, 14 December 2012 11:12Croatoan wrote on Fri, 14 December 2012 10:48
In regards to adding skins/models - have you looked into the issue whereas you can only allow a single file with a certain name once?

For instance adding hud_sniper.dds - you cant add multiple versions, as it doesn't work.

if that is true, the wole purpose of hashing models would be prety much useless since lots of ppl use diferent vercions of the same items replacements, like tank shots for example.

You can add multiple hashes of the same file. It works. Worked fine since first beta.

Subject: Re: anticheat.ini
Posted by Ethenal on Fri, 14 Dec 2012 22:15:09 GMT
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Thanks jonwil, you rock! Keep up the great work TT team

Subject: Re: anticheat.ini
Posted by Lazy5686 on Sun, 16 Dec 2012 23:30:58 GMT
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Excellent, thank you for this.