
Subject: Re: Radar hack

Posted by [Bulldawg](#) on Wed, 09 Jul 2008 02:51:08 GMT

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Dthdealer wrote on Tue, 08 July 2008 22:01 The server sets the radar mode but the client calculates and renders the radar itself. Unless we modify the netcode to make the server transmit its own radar blips this isn't possible server-side.

It will have to be client-side.

So you are saying that it is impossible for the new patch coming out to block radar hack because it is client-side?

If thats true then they would be unable to block *cheat name removed* since it is client side.
