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Subject: Re: PKG Mods

Posted by [jnz](#) on Wed, 01 Oct 2008 11:16:36 GMT

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StealthEye wrote on Wed, 01 October 2008 10:29No, there is quite a bit of code to actually create the zero "bug". TT removed the code entirely. It's clearly intentional judging from clones of the related functions. I agree that it's rather worthless as anti cheat measure, but that doesn't change the fact that they intentionally put it in to happen when people tampered with the data files...

How does the server know that they have tempered with them? Or do you just see 0 on the client?

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