Subject: Re: Pkg mods causing brief freeze on login
Posted by Veyrdite on Fri, 27 Feb 2009 12:39:18 GMT
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Ghostshaw wrote on Fri, 27 February 2009 23:22It doesn't, it sends a hash of the pkg on the server and the client compares it to it to do the map matching.
Clever - but what about mixes? Do they skip the hash on those due to the fact is is *harder* to cheat by modifying them?