
Subject: Re: Details of some of the features in 4.0
Posted by [jonwil](#) on Thu, 01 Oct 2009 09:48:12 GMT
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With regard to textures, we only cheat check the stealth texture and the sniper scope. The rest are not checked.

We do not check audio files at all.

All w3d files are checked.

It will be up to the individual server whether a given w3d file (or whatever) is valid or not. There will also be a "no file check" option for the server that turns off all the file checking.

Details for the server bits are still being worked out.
