Subject: Catching glass-walled maps (if it's possible to create 1) and hack programs...
Posted by =HT=T-Bird on Tue, 19 Jul 2005 12:59:57 GMT
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I propose that RG is given the ability to scan memory for hack programs (aimbots/trainers/relays, D3D wrappers/wireframes,...) and if it is possible to create such a thing, glass-walled maps (by comparing hashes with the server's copy of the map).

Subject: Re: Catching glass-walled maps (if it's possible to create 1) and hack programs...
Posted by mac on Tue, 19 Jul 2005 14:42:20 GMT
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Already planned for 1.04

Subject: Re: Catching glass-walled maps (if it's possible to create 1) and hack programs...
Posted by =HT=T-Bird on Tue, 19 Jul 2005 17:52:21 GMT
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Kewl