Some people might find what I have to say more obvious, and some people might find it more interesting. Whatever the case, just think about it...

Does modding/map making actually educate people about the games engine, which can lead to online cheating and hacking? This may sound obvious, but when you're making a mod or map, are you not digging in the games engine to do so? If you get good enough at modding a game, I'd think, that you should easially be able to hack, shouldn't you? Making new weapons require editing the weapon's file (as far as I know.) So, someone could really use this knowledge to hack the game online if they wanted to.

I'm only speaking theoretically, not making a statement. I'm also not accusing any modders of this game of hacking.

Share your thoughts about this... I'd like to hear them.