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Subject: Re: Treatment of convicted cheaters

Posted by [EvilWhiteDragon](#) on Wed, 10 Jan 2007 21:04:40 GMT

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Crimson wrote on Wed, 10 January 2007 21:48How do you think it would look to a GSA player if we said "welp, the best way to block cheaters is to block them from XWIS, so all server owners who want to have cheaters unable to join should move strictly to XWIS."

The solution presented also does not solve the problem where server owners want a say in who is banned from their servers. Heck, I know of at least 1 server (xphaze) that is RUN by a proven cheater. As someone who has a lot of regular players through my WOLspy-provided listing on GameSpy, I would not want to drop my GSA support.

As I've mentioned more than once before, OTHER SOLUTIONS ARE IN THE WORKS. Other solutions which are MUCH more effective and do not require server owners to ditch GameSpy. It's not that this idea is bad -- it's that there are other ideas which are BETTER.

I said IF you want to block GSA and DC then you could do it, if you do like GSA and DC players then you could not block it.

But that is NOT a reason to leave servers that do NOT want GSA or DC'ing players without a POSSIBLE protection against cheaters. I know you wont liek this because your server (and the one that remain on GSA) will be likely to get more cheaters to them. BUT it would help the pure XWIS servers.

Hell, if you dont want to go to the problems of banning or not I would like to moderate the banning, and setup a jury for that.

And we currently have 2 anticheater projects running one that is slightly revealed by now and the other is far from completion, but would also help against cheaters.

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