Subject: Re: HOW TO Conduct a cheat-test : Advice for moderators
Posted by MexPirate on Thu, 12 Apr 2007 23:28:07 GMT
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0x90 wrote on Wed, 11 April 2007 15:53AoBfrost wrote on Wed, 11 April 2007 16:30Now my friend scripted a code that records everything to the IRC admin channel, it's hard to read because it really records everything, damage, distance from purchase terminal, where c4 was placed (building, person) and what gun and what player was used to kill a building or person/vehicle.....havent tested once since then.

i applaud you!

oh and btw, nice bump.

regards
0x90

Well we can't all know everything there is to know about this game and coding etc, at least we aren't all selfish fucks trying to ruin it for everyone else though - or you wouldn't be able to feel to fucking special and superior and we wouldn't want that now would we.