
Subject: What's being done to stop cheats
Posted by [Wizard17](#) on Fri, 12 Sep 2003 15:08:13 GMT
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To TheGunRun

Actually that sounds like a good idea, it might dissuade those who might otherwise D/L cheats - as one moderator on one server did and found himself banned on another server.

It sounds like it would be a bit like the "Excessive" mod for Q3A and would give a change of pace if included in the map rotation. It would NOT be a cheat because ALL the players would have the same advantages hard coded in deliberately by the map author/modder. It is the sort of thing that would get old quickly if that were the only map but as part of the rotation it might be fun.
