
Subject: Re: -United Anti-Cheating Federation-
Posted by [Tiesto](#) on Fri, 14 Jul 2006 18:23:09 GMT

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mrpirate wrote on Fri, 14 July 2006 18:00Goztow wrote on Fri, 14 July 2006 05:25Leiw wrote on Fri, 14 July 2006 10:38Yeah, we're making a known-cheater list too, we already got around 70 nicks and 110 ips, still working on it, I'll tell you when it's finished, perhaps that's the only way we can do something.

I got more cheaters banned off my server, though.

Maiden, how do you know if someone was/is cheating or not? At the moment no tests are valid anymore, there are enough cheats that you simply cannot spot on screenshots or during a test. Even if you would ban someone, they could join back in your league as easy as they could join back in a public server.

So how is keeping cheats out of your league so different compared to keeping cheats out of a public server? You don't even have a more or less impartial person in the game during the clan wars as one team will say they cheat and the other says they don't.

Just to show I find "Result: no cheating at all in clan games" a bit weird. Maybe "no catching cheaters in clan wars" would be a more appropriate statement (meaning at least they need to be careful about which cheat they use).

I think the big difference between the moderation on your server and on clanwars is that people like spoony are actually good Renegade players, and as such will usually know when someone is genuinely cheating, as opposed to the retarded shenanigans on the KOSs2's server.

BUrn.
