Subject: Re: Server-side Modifications in Matches
Posted by Spoony on Sat, 16 Dec 2006 23:24:25 GMT
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=HT=T-Bird wrote on Fri, 15 December 2006 17:16First things first: This thread is addressed not just to Spoony, but to all who organize/run clan matches.

What is your policy about hosts manipulating server-side stuff besides ejection and gameover (!kill, !spectate, !givecredits) and/or admins invoking server console commands directly (either through RD/SSH or RenRem/MacRem)? This concept is becoming an issue in the server-side modification community...
You ask me this at precisely the correct time.

I will have a major announcement about this within the next day or two.