
Subject: Video for mac|1*tc

Posted by [gibberish](#) on Wed, 07 Jul 2004 18:46:40 GMT

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dead6reBut why would you want to do that. If the server includes cheats, then every1 has the cheats. Plus theres no need to check it if its a fds. only ren ingame hosting that isnt so common as it used to be!

Ok let me give a clear example.

If I wanted to I could code a server side cheat similar to Final Ren; one shot kill against everything (Players, Tanks, Buildings)

Hell with server side I could code it so that I just shoot one of my buildings and all of the other teams players, tanks and buildings die instantly.

Additionally with the code that allows me to check usernames I could make it so that it confirms that the player name matches my name, so it doesn't work for anyone else.

This example is clearly dumb since no-one would play the game however it demonstrates the power of server side cheats.
