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Subject: PT Hack Needs Fixing Server Side Preferred

Posted by [zunnie](#) on Sat, 14 Aug 2004 09:56:15 GMT

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Quote:[14-08|12:26] <IAMCURRENTLYWATCHINGDVD> FMzunnie, are the PTs fixed after the current game is over?

[14-08|12:33] \* IAMCURRENTLYWATCHINGDVD is now known as Silent\_Kane

[14-08|12:48] <FMzunnie> no

[14-08|12:48] <FMzunnie> must restart server :/

[14-08|12:48] <Silent\_Kane> I don't see how that would be possible

[14-08|12:48] <FMzunnie> i think.. not 100% sure

[14-08|12:48] <FMzunnie> unless: the guy was still in game when the map was gameovered

[14-08|12:49] <FMzunnie> after restart he probably wasnt

[14-08|12:49] <FMzunnie> until he joined again

[14-08|12:49] <Silent\_Kane> The only way I know to turn the PTs off is hitting them with some special ammo type, which kills them

[14-08|12:50] <FMzunnie> thats what he must be using then..

[14-08|12:50] <FMzunnie> its fuckin annoying

[14-08|12:50] <FMzunnie> and i think its also possible on RG servers actually

[14-08|12:51] <FMzunnie> the first 10 seconds they can cheat

[14-08|12:51] <FMzunnie> be4 renguard kicks them

[14-08|12:51] <FMzunnie> RG should just kick them on-join if they dont have it

[14-08|12:52] <Silent\_Kane> You could attach scripts to the PTs that makes them unkillable

[14-08|12:53] <FMzunnie> Maybe put that in the CP1 then? If possible that is..

[14-08|12:53] <FMzunnie> i dont think every server owners is able to do that.

This 'hack' is VERY annoying. It just disables the PT's for everyone in-game if some n00b joined the game who has it.

This needs server side fixing. I think putting this into the CP1 is a good idea. Not every server owner knows how to fix this.

And even with RenGuard on the server they can still exploit this because RG kicks them after about 10 seconds. Plenty of time for these hardcore morons to fuckup the whole game.

[zunnie]

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