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Subject: Renegade points, kills and PM's?

Posted by [Madtone](#) on Fri, 24 Sep 2004 17:23:06 GMT

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hmm, maybe like this?

The server side program detects what tank your in or what character you are and when you fires it checks the points you recieve for that shot against the normal ren points you get with that tank/character, if it notices that the points recieved are larger than its meant to be, it triggers something (could be a kick or whatever).

Just an idea of course

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