Subject: Re: I'll shut up now. [Former: I need to report an exploit.]
Posted by EA-DamageEverything on Sun, 09 Jul 2006 17:46:41 GMT
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I repeat: The game host sets the game speed. In some Maps with an objects.ddb (like Mars, SkateparkV2 etc) the Speed is altered due to mapsided settings.

This is the reason why those Speedhacks don't work in Multiplayer. You speed up (it doesn't matter if you are walking or in a vehicle) and after 1 second you are being teleported back to your normal position.

The others will see you lagging around. Thats it.