
Subject: Re: jschultz9/{WG}sm0ke convicted cheating.
Posted by -BiO-Tigger0jk on Tue, 28 Nov 2006 05:22:07 GMT
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-BiO-Tigger0jk wrote on Sun, 26 November 2006 21:28 Apparently it's just a glitch, the kind of glitch that only happens once during 1850 hours of renegade playing, and purely by chance saves an opponent's Weapons Factory. Now that's some fucking glitch ain't it?

Sorry, I intended this to be a little more open-ended than you guys took it. I wanted to explain that it's only happened to me once, and in that situation, which is crazy odds (some of you might even agree). That is not a reasonable way to accuse someone of cheating (or a group of people), and I now realize that. I was trying to draw a little context for my unsubstantiated finger-pointing. However, as De7 points out, there is little motive for this "cheating" (impossible as it is), as it would not have changed the outcome of the war.

On the clanwars.cc topic, we actually just started getting set up with it, and we're still in the process of forming (clan is made, but not all the members have joined yet). That was what CK was referring to when he said "cya soon"

Noob question: are wars for clanwars.cc played on WOL? Because my WOL for ren has never worked and while I assume it's quite fixable, if they are on WOL I need to get on that.
