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Subject: Re: Treatment of convicted cheaters

Posted by [f100d3d](#) on Sat, 06 Jan 2007 13:52:08 GMT

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Rather than looking at it from the perspective of "the pub. players/servers suck" look at it from the perspective of "cheating is wrong". I understand your point - and tbh, I almost agree from that perspective. But I think the larger issue here is about cheating. Even if they did get banned for nothing ... even if the server owner is a moron ... and even if the gameplay there is the worst anywhere ... I still don't think that gives someone the right to cheat. Some kind of effective punishment for cheating would prevent them from acting foolishly like that in the first place. Further, what if their luck just ran out and they finally got caught cheating - but it happened to be on a pub. server instead of a clanwar? Lets use radar hack as an example since its hard to detect ... would you want to risk that in the league?

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