
Subject: Re: Treatment of convicted cheaters
Posted by [MexPirate](#) on Sat, 06 Jan 2007 21:20:05 GMT
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Goztow wrote on Sat, 06 January 2007 14:27In public servers, 20 - 40 players get touched by the cheating, in a clanwar only 4-8. I'd say cheating in public servers is way worse than in a clanwar (about 5 times worse, if u follow my reasoning).

I have encountered many cheaters in public servers, sure they are annoying but they get banned from the server easily and next map it hasn't affected anything. Cheating in a clanwar to gain points on a league and potentially prizes whilst attempting to appear better than you are in front of people who know you is worse in the eyes of most of the cw community and as we are referring to a cw.cc ban it is their opinions that are paramount.

Quote:Once a cheater, always a cheater, doesn't matter where. The moment you touch other gamers with your cheats, you should get a xwis serial ban, just like it happens in RA2 and the other c&c-games Xwis actually does support.

I am still inclined to agree with you here, this particular incident is slightly different but I would totally support that as long as 100% evidence could be seen.

Quote:Spoony: a cheater using FR in a clanwar shouldn't get banned, if I follow your reasoning? He's just having fun!

It wouldn't happen, nobody not even Lacostey is that dumb and yes they would receive a ban instantly from the league. However as we both know it is not so much the type of cheat but the reason for using it which is the issue.

Quote>Edit: and if someone gets banned from cw.cc, how do u know he ain't coming back under a different nick, ip and ren serial?

if someone can change their nick, ip and serial then I don't think there is much anyone can do to stop them playing renegade, cw.cc would have the best chance imo as people talk/play each other and would likely pick up on suspicions that it is a banned player quicker than someone playing on pubs.
