
Subject: Re: Sour Egg Releases NoFear
Posted by [Blazer](#) on Fri, 19 Jan 2007 00:12:20 GMT
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So you guys are saying that knowing what someones current character is, and what weapon they killed you with, is a cheat? As if 99% of the time you don't outright see them kill you.

* In many servers, the enhanced kill messages not only show in IRC, but are broadcast via host messages...I guess they are forcing "cheats" onto their players?

* I play with dual monitors, and can see IRC while I play...I guess I'm using the dual monitor cheat, since I can see the kill messages? And no, I don't spy on team chat, which is displayed in a seperate admin-only channel.

* I often check the IRC kill messages to make sure someone else is not cheating. Like I'm driving my stank and suddenly it pops although nobody is around, I'm like WTF OMG HAX...then I check IRC and see that it was timed c4 that I obviously didn't see get tossed on me

* As mentioned, ALWAYS assume that SBH are about, even if the hand is destroyed, as that is the best time for SBH to be sneaky and own careless players. Seeing that an SBH killed you in a kill message shouldn't be considered a cheat, as you should always assume they are about.

* I've often been sniped out of the blue and the killer will say in F2 chat "lol sbh sniper ownz u"...I guess he forced me to use the "know what killed you cheat"?

Seriously...you guys need to relax, lol.
