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Subject: Re: Sour Egg Releases NoFear  
Posted by [Goztow](#) on Fri, 19 Jan 2007 07:30:02 GMT  
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When this was in development i strongly suggested dead6re to also make a server side dll which would toggle this thing on or off. Meaning the client dll checks with the serevr dll if you can use it on this server or not. He choose to ignore this or simply didn't know how to do it, so be it.

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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. This isn't the point! You choose to ignore the whole question. It's the fact you now also have all info on who was killed by whom for the complete game and not only for yourself. Big difference.

\* 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? What's so hard to understand in the explanation of sniper de7. Boradcast message = server side = all know it = all have the same info = no advantage for one compared to another.

\* 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. Yes, you have an unfair advantage towards others. But as you are a serevr owner/admin, you can do whatever you want anyway, as stated before. TK2 has a passworded IRC and has strict, though hard to control, guidelines not to look in irc while playing for this reason.

\* 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. Most of the time it won't even show up as timed c4 as ssaow cannot actually guess that it was timed if the player has changed weapons since. As I said, I guess this is your privilege as server owner/administrator.

\* 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. Maybe in a 20v20 game but not in a 5v5 game. Anbd there's a difference between assuming and knowing which will influence your gameplay. If you assume the cops could be around teh corner then you mlight still drink a couple of glasses whereas if you know it, you will not drink any at all.

\* 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"? All have the same info, you don't have an advantage.

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

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