Goztow wrote on Wed, 20 June 2007 08:40I really wouldn't get players to use !suspect as it will cause the game to become almost unplayable for the player that got suspected, especially if your serevr's NUR is lower than 30.
Yes the server needs to have a good connection with the player and the NUR should definitively not be lower then 20 or so for it to work somewhat.
This will in anyway cause lag for the suspected player, and I think it is very important to include that piece of information.