
Subject: Re: EKT Idiocy...

Posted by [Caveman](#) on Mon, 03 Dec 2007 13:29:58 GMT

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Goztow wrote on Mon, 03 December 2007 08:18: Wouldn't the panic button of *cheat name removed* disable the objects changes? Donno, never used it.

detrust shouldn't be used by anyone. Infact, it should never have existed :-S.

No if you use *cheat name removed* to inject an objects.dbb and then press the panic button your objects will still be online. You can only turn off objects by leaving the game or waiting until the map finishes.
