
Subject: Re: Clarification of Mod Release forum rules?
Posted by [Goztow](#) on Wed, 14 Jan 2009 08:24:52 GMT

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insert_name_here wrote on Wed, 14 January 2009 08:48Quote:

Secondly, in regards to the rule about not supporting cheats (highlighted in blue), what is the definition of cheats being used in that rule? I ask this because some people (myself included, but that's another topic) consider the use of HUD modifications which show additional information such as building health on the HUD to be cheats and others do not. For the purposes of this rule would those sorts of modifications be considered cheats?

Not to mention there have been 'cheat' releases in the past that only affect single player mode, would they also be bad to release? (Not like i'm gonna create any cheats at all, i'm just asking for the clarification....some SP cheats i've seen mostly just include modifying the mission file to include spawns of weapons.)

As long as they're not transposable in multiplayer games, it shouldn't be a problem.
