Don't bother using cheat names in your posts - the moderators remove them for a reason.

I've played some games in the past that use revolutionary engines and look brilliant but the multiplayer experience has been killed by floating infinite, rapid-firing grenade using players. The communities die off because when a first-time player joins an online server he gives up and ignores the game from there on.

Renguard was the first good stab at stopping the problem, however due to instability and lack of use it eventually became useless. Currently there is Resurrection, and soon TT will take over.

Anti-cheat all the way