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Subject: Re: Details of some of the features in 4.0  
Posted by [jonwil](#) on Thu, 01 Oct 2009 03:44:57 GMT  
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What I said is that the pointfix is currently mandatory and if the community shows a wish to have it optional, we will implement that as a server-side option (with damage being serverside now for anti-cheat purposes making it a server-side option is possible)  
The decision as to whether to add a "disable pointfix" option will be made at some point during the beta test cycle of 4.0 most likely. (no I dont have a date for when public beta testing will begin)

As for cheats, we are doing everything we can to stop and catch cheaters.

Medium tank repair bug, no clue on that one.

I believe we were talking about releasing a fixed set of ren maps as part of 4.0 (i.e. all the stock maps taken and fixed up ala the Core Patches). If the Mesa dead zones are map bugs they will be fixed that way most likely.

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