
Subject: If you're going to play with Aircraftkiller..
Posted by [htmlgod](#) on Mon, 22 Dec 2003 17:42:55 GMT
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First let me say my defense of ACK:

He knows the game better than pretty much anyone alive, he knows every option and glitch that can be exploited, simply because he's played and modified the game more than anyone else around. If there is some new cheat going around, he would probably be the first to realize it, because he knows everything that is even remotely possible in multiplayer online.

On the other hand, in terms of "flicker cheats," ACK should know, if anyone, that character physics are all controlled server side, meaning that they're impossible to modify in a multiplayer game unless you are the host (in which case every player has the modified capabilities, such as "warping").

Unless there is correlated data of specific players always "warping" in a fashion similar to the effect created by low KBPS, there is no reason for suspicion, in my opinion, because that kind of crap goes on all the time. Its called LAG. And even if specific players do "warp" consistently, that could just as easily be due to a crap connection, which is no fair reason to ban them from servers.

Playing the devils advocate, assuming there was some way to modify player physics to make the person "teleport" or "warp," player physics are still controlled server side, so it would be useless. And even if they weren't, or if the "command" you mentioned was being used, how far are we assuming people will go to snipe well?

So there's my line. ACK was wrong, and has been wrong before, but still knows more than just about anyone in terms of what is possible, and should probably continue to be a moderator, for that reason.
