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Subject: Re: In-game cheats

Posted by [mac](#) on Sat, 27 Mar 2004 16:08:13 GMT

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snipesimo This has probably been asked before, but due to a recent discovery I feel the need to ask again. Is there going to be anything done to prevent in-game command abuse? Last I heard, there wasn't. But this new exploit gives a player a very big unseen advantage. I was wondering if there could be a way to monitor the text typed when you type f8. Like have RG only inspect messages that are prefixed with f8 or ~ to see if they are in-valid. Then if it is an exploit command, it could notify the server RG to have the player removed.

Maybe for post-1.0 .. The feature set for 1.0 has been finalized.. It's something that would have to be done serverside.. no way to detect client console commands.

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