
Subject: Server-side Modifications in Matches

Posted by [=HT=T-Bird](#) on Fri, 15 Dec 2006 23:16:25 GMT

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First things first: This thread is addressed not just to Spooky, but to all who organize/run clan matches.

What is your policy about hosts manipulating server-side stuff besides ejection and gameover (!kill, !spectate, !givecredits) and/or admins invoking server console commands directly (either through RD/SSH or RenRem/MacRem)? This concept is becoming an issue in the server-side modification community...

Subject: Re: Server-side Modifications in Matches

Posted by [MexPirate](#) on Sat, 16 Dec 2006 10:04:12 GMT

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pretty sure as far as cw.cc goes that any mods can be used as long as both clans are aware they will be on and agree beforehand.

However an admin killing players, giving them money, ending a game whilst an official cw is going on will most likely result in that person being suspended from the league, the game would not count and if the clan had any sense they would stay well away from such a retarded server/admin in the future.

If the game isn't on cw.cc then there's nothing anyone can do really apart from play somewhere else. Hosts usually have the right to do whatever they want with their own servers.

Subject: Re: Server-side Modifications in Matches

Posted by [Spooky](#) on Sat, 16 Dec 2006 23:24:25 GMT

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=HT=T-Bird wrote on Fri, 15 December 2006 17:16: First things first: This thread is addressed not just to Spooky, but to all who organize/run clan matches.

What is your policy about hosts manipulating server-side stuff besides ejection and gameover (!kill, !spectate, !givecredits) and/or admins invoking server console commands directly (either through RD/SSH or RenRem/MacRem)? This concept is becoming an issue in the server-side modification community...

You ask me this at precisely the correct time.

I will have a major announcement about this within the next day or two.

Subject: Re: Server-side Modifications in Matches

Posted by [Spoony](#) on Mon, 18 Dec 2006 09:40:00 GMT

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OK. To answer your question. The full story is here, here's a quick summary:

Clanwars.cc has just announced a thing called the Server/League Admin Partnership, or SLAP, which is designed for the league admins to work more closely with the owners of the more commonly-used clanwar servers.

A server which chooses to be part of this can specify their own in-game rules, by submitting them to the league admins for approval.

If a server is not in SLAP, then their matches on the Clanwars.cc league are limited to "pure AOW" with standard rules as specified by the league, and with no server-side modifications to affect gameplay.

I hope that answers your question...

Subject: Re: Server-side Modifications in Matches

Posted by [=HT=T-Bird](#) on Mon, 18 Dec 2006 12:37:02 GMT

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MaidenTy1 wrote on Mon, 18 December 2006 03:40OK. To answer your question. The full story is here, here's a quick summary:

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If a server is not in SLAP, then their matches on the Clanwars.cc league are limited to "pure AOW" with standard rules as specified by the league, and with no server-side modifications to affect gameplay.

I hope that answers your question...

Works fine by me...
