
Subject: Renegade Resurrection
Posted by [_SSnipe_](#) on Fri, 13 Mar 2009 05:14:31 GMT
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Does it stop *cheat name removed*?

- Manual censoring FTW??

Subject: Re: Renegade Resurrection
Posted by [Goztow](#) on Fri, 13 Mar 2009 07:24:04 GMT
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No, but it does detect it.

Subject: Re: Renegade Resurrection
Posted by [_SSnipe_](#) on Fri, 13 Mar 2009 13:40:52 GMT
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Goztow wrote on Fri, 13 March 2009 00:24No, but it does detect it.
Serverside? or does it only detect the pt anywhere?

Subject: Re: Renegade Resurrection
Posted by [Goztow](#) on Fri, 13 Mar 2009 13:57:44 GMT
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It detects it serverside if the client runs RR.

Subject: Re: Renegade Resurrection
Posted by [_SSnipe_](#) on Fri, 13 Mar 2009 19:16:15 GMT
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SO server that has rr can only detect *cheat name removed*if the user that has *cheat name removed*also has rr?

Subject: Re: Renegade Resurrection
Posted by [Caveman](#) on Fri, 13 Mar 2009 20:44:40 GMT
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Yes

Subject: Re: Renegade Resurrection
Posted by [_SSnipe_](#) on Sat, 14 Mar 2009 00:58:45 GMT
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Thank you
