Subject: map blocked by anticheat
Posted by NACHO-ARG on Thu, 15 Sep 2011 23:39:45 GMT
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this hapened ones i joined storm 4.0, i didnt make any changes in the map/mix so why this got blocked? probably something wrong setup in the server?

Subject: Re: map blocked by anticheat
Posted by NACHO-ARG on Fri, 16 Sep 2011 02:09:29 GMT
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anyone?

Subject: Re: map blocked by anticheat
Posted by Gen_Blacky on Fri, 16 Sep 2011 03:48:51 GMT
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which server

Subject: Re: map blocked by anticheat
Posted by NACHO-ARG on Fri, 16 Sep 2011 04:35:56 GMT
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like it says above the storm server that runs TT, there is only one runing TT i think.

Subject: Re: map blocked by anticheat
Posted by Gen_Blacky on Fri, 16 Sep 2011 04:39:09 GMT
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my bad didn't see that. theirs at least 4 servers running 4.0. I had the same problem a while ago but I think it was fixed. They added it to the allow list.

Subject: Re: map blocked by anticheat
Posted by crazfulla on Sat, 17 Sep 2011 07:27:51 GMT
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120 mine limit, so many mods that detract from gameplay, who would want to play on idi0tserv anyway?

Subject: Re: map blocked by anticheat
Posted by Aircraftkiller on Sat, 17 Sep 2011 08:47:23 GMT
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I would, since they actually run 4.0 and they run new levels. I'm tired of stock levels that I've played for a decade.

Subject: Re: map blocked by anticheat
Posted by crazfulla on Sat, 17 Sep 2011 08:51:47 GMT
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i agree, the stock levels get boring after the first 8457893456 times, but their server doesn't even play like renegade.

Subject: Re: map blocked by anticheat
Posted by Aircraftkiller on Sat, 17 Sep 2011 08:57:44 GMT
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It does, but it plays like Renegade's death match mode combined with C&C mode. It's not the best experience I've ever had, but I'd rather play that than play Hourass, Under, or Field for hours on end.

Subject: Re: map blocked by anticheat
Posted by FlaminGunz on Sat, 17 Sep 2011 10:12:41 GMT
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at least under or field require some reneskill......cant say the same for storm