Subject: Re: New FDS exploit fix (players can use admin commands)
Posted by TimeFX on Thu, 28 Jul 2005 23:45:07 GMT

=HT=T-Bird wrote on Fri, 29 July 2005 01:36Nice Catch! Looks like a good fix to stick in SSCP2. (once it gets some testing, of course)

Thanks

The exploit works in both directions, so server admins could execute console commands at the player's win client.
So they should fix that in client CP too

But why waiting for SSCP2?

PS: Westwood sucks for adding this 'feature'...