
Subject: Re: EA Partners with XWIS Community Service

Posted by [Homey](#) on Sun, 13 Nov 2005 23:51:07 GMT

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ghostSWT wrote on Sun, 13 November 2005 17:35 SuperTech wrote on Sun, 13 November 2005 13:41 I've read through the replies and not sure why people view this as a bad thing. What I would like to see is a kick to the head for all cheaters. If you are caught cheating you get your serial banned, no questions asked. Or having a reporting system where a server operator does a !cheater nickname and when you get to 5 you get a boot to the head: never to be let onto WOL/XWIS again.

that is a good idea... NOT

Example: I have a server named "bla" you joined it, i don't like you, I type !cheater "you" and now you are baned from XWIS for me not liking you.

Example 2(happened to me): I was playing on a server a n00b joins and starts bi*ching that i have all the guns, server is modded and it's not hard to get all the guns. I explained to him how i got the guns, the mods 2 in-game tell him it's server mod not a cheat, he bi*ches some more and then leaves. Next day I join a server he was in and the owner was hes friend and i was baned for cheating on the other severe he saw me on. And I'm baned cause he was a n00b and didn't trust the 2 mods telling him it's not a cheat.

I'm against cheating and just as much against banning of players from XWIS entirely. I don't think a server owner can be trusted to XWIS ban anyone for any reason, SS and logs can be faked. Correct. How many times out of ten is !forcerg used on an actual cheater, not just because a few n00bs can't handle getting owned? It'd be the same case.
