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Subject: Re: -United Anti-Cheating Federation-  
Posted by [Leiw](#) on Fri, 14 Jul 2006 16:43:56 GMT

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Acey#GW wrote on Fri, 14 July 2006 10:42

I think this is where common sense comes into mind, you do have to allow for lag etc, and for the fact that players with nicks not known to you might actually be better than you.

Its all about skill, and some people just can't take the fact there are better players out there than them.

He's right, you can't ban anyone without testing, or being 100% SURE that they are cheating, otherwise good players will be banned from your server and what's the sense in playing a game in a server which you will always win just because the good players have been banned. At my mind, every clan- and communityserver should be more carefull about IP-banning for cheating. I think you have 3 minutes to test players who own you, right?

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