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Subject: Server-side Modifications in Matches

Posted by [=HT=T-Bird](#) on Fri, 15 Dec 2006 23:16:25 GMT

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First things first: This thread is addressed not just to Spooky, but to all who organize/run clan matches.

What is your policy about hosts manipulating server-side stuff besides ejection and gameover (!kill, !spectate, !givecredits) and/or admins invoking server console commands directly (either through RD/SSH or RenRem/MacRem)? This concept is becoming an issue in the server-side modification community...

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