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Subject: Re: Suggestion

Posted by [Crimson](#) on Mon, 08 Jan 2007 11:15:14 GMT

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I don't see how the benefits could come close to balancing out the work involved. A far more effective solution would be putting these convicted cheaters on a global ban list that server owners could compare against when players join their game. An XWIS ban can be a part of the process, but without something stronger added on (like the global ban list), then it would be like throwing a green paintball at the Great Wall of China and expecting it to change the entire wall to green.

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