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Subject: Re: Sour Egg Releases NoFear

Posted by [StealthEye](#) on Thu, 18 Jan 2007 18:02:56 GMT

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Other modern games might have more powerful weapons, therefore it is not a problem to make your weapons do more damage.

For players not using final renegade or whatever, it's their loss if they do not know about it or use it. It's publically available anyway...

Right?

Personally I do not think this will really give you an advantage though. I have had some test builds from Dead6re and have seen little to no use for it really. The only thing that it did for me was make the message window spammed and less readable, which actually is a bad effect as you will more easily miss (team) messages. It might be handy for moderators/server owners to check what exactly happened more easily than having to alt tab to irc and make renegade crash when going back (with a certain version of scripts.dll ), however I have not used that information a lot in finding and stopping cheaters.

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