Subject: Re: HOW TO Conduct a cheat-test : Advice for moderators
Posted by 0x90 on Wed, 11 Apr 2007 20:53:24 GMT
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AoBfrost wrote on Wed, 11 April 2007 16:30Now my friend scripted a code that records everything to the IRC admin channel, it's hard to read because it really records everything, damage, distance from purchase terminal, where c4 was placed (building, person) and what gun and what player was used to kill a building or person/vehicle.....havent tested once since then.

i applaud you!

oh and btw, nice bump.

regards
0x90