
Subject: Re: everyone here who plays combat arms
Posted by [nopol10](#) on Sun, 21 Sep 2008 06:43:13 GMT

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My friend told me a way of cheating in this game by plugging out the LAN wire, walking into the enemy area and plugging the wire back in at which point the server would continue sending and receiving data to and from the player. The player has now successfully teleported across the map and can start killing everyone from behind.

What sort of game doesn't account for such retarded methods of cheating? Oh I know! This one! Even the code in Renegade is better than this (from what I heard from my friend and comparing it to my experience in Renegade, lagkills happen a million times more in Combat Arms)

This is just next in the long line of un-innovative free first person shooters that people just play without knowing why.
