

---

Subject: Re: Edit\_

Posted by [Jerad2142](#) on Wed, 12 Nov 2008 15:28:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

StealthEye wrote on Mon, 10 November 2008 16:37

Reaver11 wrote on Mon, 10 November 2008 15:47  
StealthEye wrote on Mon, 10 November 2008 15:01  
It is disabled already except for when in a 1p lan/singleplayer game.

The reason for this is that it does not work properly in multiplayer games.

Still if you use the suspension settings and increase them then you can see stuff over mountains which you werent supposed to see. I dont know if it is possible to fire from that place but it can give advantages.

So atm in TT you cannot use the command in multiplayer? (as it should be?)

Hmm, I actually thought it had always been that way... \*testing\* Nope, you can't do it in TT. My assumption is that it is not possible in normal ren either, but since some servers use the gameplay pending "fix" (which works by setting the player limit to 1) the code thinks it's a single player game. Please test this by pressing the L-key and look what the value of "# of players" is.

That only happens on the client, host can't replicate it.

StealthEye wrote on Mon, 10 November 2008 14:01  
It is disabled already except for when in a 1p lan/singleplayer game.

The reason for this is that it does not work properly in multiplayer games.  
Or just to prevent cheating...

---