
Subject: Re: Clarification of Mod Release forum rules?
Posted by [danpaul88](#) on Tue, 13 Jan 2009 09:48:19 GMT
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Your assumptions are the same as mine, but I thought it would be appropriate to have some official clarification on them, perhaps even with a few adjustments to the rules as posted to reflect that.

Also, as regards the definition of cheats, just a general list of categories would be suitable I think, perhaps an addendum or footnote stating something along the lines of;

Quote:For the purpose of these rules we consider cheats to include the following: modifications to the game executable, injection of code into the game executable to gain an advantage, modifying the multiplayer presets in any way, solid colour textures to make characters easy to spot.

The following items are not considered cheats, but may be discouraged by servers: HUDs which give players additional advantages such as showing building health, textures which are genuine attempts to create a skin but happen to be brightly coloured.

These definitions could be updated over time if grey areas are uncovered.
