
Subject: Video for mac|1*tc

Posted by [DanSolo](#) on Tue, 06 Jul 2004 13:31:47 GMT

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i can see your point that server side cheats are less popular but they are jsut as harmful for the community.

Ive played several clanwars on the map field, we started off well, taking their harvs and generally camping their base. Next thing we hear that our agt is under attack, so all of us are thinking that we let a stank past, within 4 seconds the agt was dead, and there was an apache with damage hack on, which flew under the map and killed the agt, and then the rest of our buildings, it instantly turned a guaranteed win for us into a loss. Both server side and client side cheats are as dangerous as each other, they can both ruin games.

For the majority of clans, the server side cheat is a big threat, espically on WOL where small games are hosted on home pcs. As Gibberish said the pandoras box is already open.
