
Subject: What is considered a cheat and what is considered a mod?

Posted by [QuienEsSuPapa](#) on Wed, 27 Aug 2003 07:17:04 GMT

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I downloaded the final-renegade thing just to see what it was like (i have not and will never cheat in an online game, now against a AI, well, can ou say GOD MODE in DOOM :0). The big head and damage hacks are gay as *&(*!!!! But the file that modifies how the sniper sees thru the scope is something that I actually like, although it makes me kinda motion sick and I tend to forget that I am in that mode and wonder why I am moving so slowly and next thing I know my brains are scattered on the wall behind me.

Is this a cheat or just a modification? It does nothing to help aid ur aim or fire the trigger.

:rolleyes: :rolleyes:

Subject: What is considered a cheat and what is considered a mod?

Posted by [warranto](#) on Wed, 27 Aug 2003 07:44:02 GMT

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The basic difference is, cheats gives an unfair advantage over others in the game, and either isn't originally programed, or wasn't supposed to be there. This covers all third party programs and files that accomplish this, as well as exploits within the completed levels themselves. (I.e. the big head cheat, skins that give diliberate unfair advantages, etc.)

Mods however, contain nothing of the above, and simply modify how the game is played or how it looks. This includes all .mix, .pkg files, skins and all c130 drop scripts (I include all, as they are only run server side, and if you don't like it, don't play there).

There are some skins that are controversial, such as the sniper scope mod (removing the green tint) and the bright color skins that give people away easily (ex. a floresent green deadeye). Nothing officially says they are wrong as of now (that I know of), but not using them will get you a better reception by the general public
