Subject: Re: jschultz9/{WG}sm0ke convicted cheating.
Posted by Sniper_De7 on Mon, 27 Nov 2006 22:44:48 GMT
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-BiO-Cereal_Killer wrote on Mon, 27 November 2006 14:36Opinions vary...

I could explain the situation, so everyone could see why we thought there was a cheat in that war, but what's the point?

It was like 8 months ago, get over it.

BiO's opinion doesn't matter, I mean everyone knows GW doesnt cheat. Well except for those admins on all the GSA servers you guys are banned from for cheating. They are all just n00bs like us........you guys are all pure skill, and just all around GOOD PEOPLE.

One day I hope to be a player of your caliber and sportsmanship.

Your my HERO!!

1. Players having their tanks disappear has happened in renegade thousands of times. Anyone *here* never had their tank disappear and you were suddenly at a spawn point?

2. As it says, you were playing 6v5 against them the entire game, which just shows quality

3. Even if there was some "cheat" that somehow made players have glitches like this whenever they want to (I haven't seen anything like it, but then again you must obviously know every cheat) Anyways, even if there was some cheat that did this, what would it have mattered. O.K say you would have killed the War factory, the end game screenshot says you were down by 5200 points (remember this is just the map, not the series of games) Even IF you did kill the warfactory, what would you have done? Rush the AGT? I don't know about you but the last time I've seen a team rush another team on a base defence map and they all have tanks, that rush will not last very long. Let's say that EVEN IF YOU SOMEHOW MAGICALLY GOT THE FACTORY, AND THEN SOMEHOW PULLED OUT KILLING THE AGT AND THEIR WHOLE BASE (for the sake of argument) Would that have changed the outcome of the match? No, because they won the other three maps by base destruction.

Speaking of 'cheating', wouldn't you know it? smoke was playing in the game! But it's besides the point because there are no cheats that make you lose vehicles. The guy in question just had the glitch where if you bump into something your tank disappears. This is common in renegade, and could probably be done again if you kept trying. But as far as being stubborn about you believing people cheat, you're the worse.

Remember the one game I had playing in your server. You know the one, you ob-walked and killed the obelisk on field while I was in the field with an arty. Y'see, back then Cereal thought it was O.K to have ob-walking, even after my reasoning with logic that it gives a significant advantage to GDI. Then again, CK never really was one for logic. Besides the point, even after laming it by ob-walking to kill the obelisk, my team (miraculously) managed to defend the base from infantry while I sat outside in the field and held back tanks and tanks. Of course, CK, being

the clan-war experienced player he was, bought APCs and tried reaching my base via running straight on. No, he wasn't smart enough to actually STOP, or dodge my shots. All I had to do was lead every single shot and I hit him, and he didn't make it. When his APC died I killed him and though he says he was not in view (Even though I knew he was, since I was the one looking at him, and he wasn't looking at me...), he said I killed him behind the wall (which I could easily do well enough anyways because of splash damage).

Anyways, for months and months he said I cheated, and to this day you still think I cheat, despite me having to download Blazedragoons anti-cheat 4.2 and went on your server to show that I could everything I did that day with his anti-cheat. The only thing I couldn't do was you saying I killed you when you were by your AGT and you had full health and I was an art by the hill. I know you were lying when you said you were by the AGT, so I didn't really care, you said I was alright anyways.

Anyways, whatever, you must cheat because you got banned from fnfalls before. Y'see, moderators can't ever be wrong. They know everything about renegade. You were really CHEATING that game, right? Because moderators are perfect and they all know the damage a unit does. Unlike people like me. Oh wait. Honestly I don't even know why some of these admins make these people moderators. I understand that people have to check me for cheats because some new guy says I'm cheating. to someone new, something like getting even 5 headshots in a row is impossible. And you know what? Every single time a moderator tells me that I cheat, i am perfectly willing to do a test to prove them wrong. Even when they're lunatics like you who think it's some ungodly power to kill an APC before it reaches the nod base on Field.