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Subject: Re: HOW TO Conduct a cheat-test : Advice for moderators

Posted by [Caveman](#) on Wed, 10 Jan 2007 17:05:15 GMT

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Goztow wrote on Wed, 10 January 2007 04:04Caveman wrote on Tue, 09 January 2007 18:52The most effective cheat detection i've found to work with 98% of damage hacks is to get the testee to get a engi goto the tunnels/open area and make them shoot the repair gun, whilst they're shooting it stand inline of it so it repairs you and keep walking backwards if they can still repair you after 10ft then they're cheating. I only know of 1 big damage hack where the repair gun DOESN'T have inf range.

And then, about 1 year ago, cheaters started using right click cheats regulary.

Yes that is true BUT as I said ALL the damaged i've seen have inf range for the repair gun regardless of the left click/right click feature the cheat may have on. Right click just activates the damage variables. I still use this method and have cought many cheaters to this day using it.

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