
Subject: Re: Renguard vs sound files + advantage skins
Posted by [JohnDoe](#) on Sun, 25 Mar 2007 12:21:15 GMT
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Javacx wrote on Sun, 25 March 2007 01:28: Actually, there are tonnes of passive ways of testing whether or not someone has a cheat userside. If you are repeatedly subject to being targetted from unreasonable distances, being shot from unreasonable distances, or otherwise being subject to unreasonable hostility ingame from the same player; you're dealing with a cheater. You don't need to affect MY game in any appreciable way to test whether some fucktard is cheating.

Of course, you could always just take my suggestion from before and program your OWN renguard and run it the way you like.

OK I'll try a step for step procedure this time. I'm going out on a limb here, but I have a feeling that even someone that seemingly combines arrogance and ignorance should be able to follow me on this:

1. Do you agree that this: (<http://www.youtube.com/watch?v=8wmFTGTH-k0>) is a cheat?
2. Do you want people to continue being able to use this sound in Renguard protected servers?
3. How are you possibly going to catch someone using it if a) it's not picked up by anti-cheat software and b) it doesn't even increase the range of the sound, thus always leaving open the possibility of fair play?

I think if you dodge these simple and fair questions, your opinion on this matter can be disregarded. Actually, anyone can ask themselves these questions to determine which side of the fence they're on. Having compulsive cheaters like SilentKane agreeing with you should be a subtle hint...
