
Subject: Re: Whose excited for renegade x :D ??
Posted by [iRANian](#) on Sat, 01 Mar 2014 11:04:47 GMT
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No, you can manipulate the game's packets to increase speed or something. You can do it with Source engine games and other engines too, not just Unreal Engine games.

<https://udn.epicgames.com/Three/NetworkingOverview.html>

Quote:We have encountered the following types of network-related cheats in Unreal Tournament:
Speedhack

Takes advantage of the fact we use the client's clock for movement updates.

Built-in detection by verifying client and server clock don't move at excessively different rates.

False positives with substantial packet loss

Aimbots - UnrealScript and external versions

Wall hacks and radars - UnrealScript and external versions
