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Subject: Crimson, Blazer, all RenGuard staff & other people

Posted by [spreegem](#) on Mon, 29 Dec 2003 00:06:11 GMT

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Thought up of something to help slow down cheaters, or stop them or something. . . What if you were to make several websites or something with "cheats" on them, but the thing is they aren't cheats, they are the opposite of cheats. Small heads, low damage ETC after visiting several sites and downloading cheats that don't work the n00bs will eventually get tired and stop. Also this will help decrease the possibility of finding real cheats. Also have these work with RenGuard and when a player is caught using specifiaclly these ban them from the server and add them to the black list or whatever it is called, thought the player wouldn't be cheating they should still be banned for trying. I don't know how you would do this but I am willing to learn if it will help stop the spread of cheats, I already registered a free domain that currently isn't working some reason? <http://www.rencheat.tk> (just registered) With the .w3d importer for 3DS Max5, are you able to import the .w3d then save it after you modify it? or do you have to save it as a .3ds or whatever then import into Gmax, then export it as a .w3d from Gmax? Also how would you modify damage, speed, health, ETC

I AM NOT TRYING TO FIND OUT HOW TO MAKE CHEATS I WILL RELEASE THESE AFTER THEY ARE MADE IF I CAN MAKE THEM. BTW if anyone would like to help just post here or send me a PM or something, would it be possible to make skins that make people invisible because if it is it would be funny to make some skins that make infantry or vehicles invisible so you can't see them. . . If you can do the invisible skins then what color would they have to be, and what settings would the .dds have to saved with for it to be invisible?

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