
Subject: Times sure have changed...

Posted by [trunkskgb](#) on Tue, 18 Jul 2006 06:24:33 GMT

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I was talking to a buddy of mine who is a mod on a server I play at quite often. He's a good guy and has been around the community for awhile now. Every often when I play Renegade I get accused of cheating by someone who does not know me of course. Sometimes it can even be a mod who is just abusing his powers. Well, let me go back and say it's more then often. It's about every day I play Renegade. I don't mind it, it's quite funny sometimes. When mods start asking about me and want to see a screenshot I always comply. It's actually gotten so bad, I usually take an SS every game just for insurances purposes. I even uploaded an album of all my screenshots at <http://annextrunks.com/Renegade/screenshots.html>. Anyway, my point is...well it's a question really. Anyone else go through the trouble I go through? I'll do really good and someone will say.... "ZomG, Haxxor n00b wit your cheats!" Of course, that get's peoples attention, mods too and if they don't know/trust me I get hasseled. It only really pisses me off when they kick/ban without warning or asking for a screenshot or testing me. Sure has changed around here. It's like a marriage now. Find a server and settle down lol.

Subject: Re: Times sure have changed...

Posted by [C4miner](#) on Tue, 18 Jul 2006 06:54:34 GMT

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That happens to anyone with skill in this game.

Happened to me all the time back when I played regularly. The worst time was just before Renguard came out, because cheating was rampant with no way to prove it. I was on the banlist of probably like half of the popular servers around that time.

Got banned from The Pits a few times. Ah, that was fun.

Subject: Re: Times sure have changed...

Posted by [mision08](#) on Tue, 18 Jul 2006 10:25:40 GMT

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No, but I try not to kill anybody or score a whole lot of points. I've been accused of cheating plenty of times, but I have only been tested once. I got a 65, but that's a passing grade in that region.

Subject: Re: Times sure have changed...

Posted by [=HT=T-Bird](#) on Tue, 18 Jul 2006 12:16:25 GMT

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LOL I almost never get accused of cheating, but then again, I'm a tanker, not a sniper, so maybe that's why

Subject: Re: Times sure have changed...

Posted by [RTsa](#) on Tue, 18 Jul 2006 14:44:09 GMT

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Every now and then..depends a lot on what I'm doing. Orca/Apache and it's almost every game, by someone.

Subject: Re: Times sure have changed...

Posted by [warranto](#) on Tue, 18 Jul 2006 16:10:10 GMT

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Heck, it's even happened to me.

A n00bstories moderator even accused me the first time I joined under a different nick when my usual one was experiencing the "nick bug". And that was years ago.

It was fun though.

Subject: Re: Times sure have changed...

Posted by [mripirate](#) on Tue, 18 Jul 2006 16:32:56 GMT

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You have no idea the kind of trouble I get with this. I've been banned from the EoE, Black-Cell, Black-Brigade, The KOSs2, EVO-GAMERS, LTROUSH, FnFall, UNRULES, Ren-Archive, and St0rm gaming networks, along with many others that I can't remember and don't exist anymore. All for "cheating." It's pretty fucking annoying.

Subject: Re: Times sure have changed...

Posted by [xptek](#) on Tue, 18 Jul 2006 16:39:16 GMT

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Welcome to online gaming.

Subject: Re: Times sure have changed...

Posted by [Renx](#) on Tue, 18 Jul 2006 16:51:07 GMT

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Sometimes I get accused so much that I begin to believe I actually am cheating.

Subject: Re: Times sure have changed...
Posted by [Zion](#) on Tue, 18 Jul 2006 17:19:16 GMT
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xptek wrote on Tue, 18 July 2006 11:39>Welcome to online gaming.

Subject: Re: Times sure have changed...
Posted by [bisen11](#) on Tue, 18 Jul 2006 18:38:04 GMT
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What servers do you play? It happens a lot in infntry servers especially sniping. But its not too bad in aow.

Subject: Re: Times sure have changed...
Posted by [Zion](#) on Tue, 18 Jul 2006 21:09:47 GMT
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Lol, i was playing in MP's inf serv and because i aimed for the head and killed some guys who mistook it as a RPG server i got forcerg'ed once, nearly twice but the server said i was not ingame :S

Subject: Re: Times sure have changed...
Posted by [icedog90](#) on Tue, 18 Jul 2006 21:11:48 GMT
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Right before I stopped playing Renegade so much, I was beginning to become god-like with vehicles. I knew the terrain REALLY well and was able to out smart many drivers. I was getting accused of cheating every once and a while too. Not that I'm flattering myself or anything though. But now I pretty much lost all of that skill. I guess I finally got that good by playing Renegade for two years. It just sucks that it's gone now.

Subject: Re: Times sure have changed...
Posted by [Nukelt15](#) on Wed, 19 Jul 2006 03:32:57 GMT
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!rg Nukelt15
Host: Nukelt15 is running RenGuard!

And just like that, problem solved. If that isn't good enough as proof, I'm only too happy to accept a ban and go play on a better server.

Ren is like riding a bike...it all comes back. I hadn't played in two years when I logged on at the beginning of the summer, but I got back into the swing of things after a few days. After the first few games I got back to the good old days of going a whole game without losing my vehicle once, repairgun-whipping myself up to MVP the next...

Subject: Re: Times sure have changed...
Posted by [mrpirate](#) on Wed, 19 Jul 2006 03:43:30 GMT
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I'm not sure if RenGuard has ever stopped someone from thinking I cheat.

Subject: Re: Times sure have changed...
Posted by [z310](#) on Wed, 19 Jul 2006 03:53:15 GMT
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I've only been accused of cheating once or twice.

Subject: Re: Times sure have changed...
Posted by [Tunaman](#) on Wed, 19 Jul 2006 04:11:18 GMT
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The people at MP are dying to know which cheat I use... I don't even know what they accuse me of, everytime I ask how I'm cheating, they won't answer me. But other than that, I basically only play on servers that most of the time can tell the difference between cheating and skill.

Subject: Re: Times sure have changed...
Posted by [Nukelt15](#) on Wed, 19 Jul 2006 05:45:10 GMT
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Tell them you use S00p3rPwNzj00r455b0t. See how long it takes them to figure it out, laugh like an idiot if they ban you anyway.

If you get banned from a server because you refused to provide more proof than active RG use, the server wasn't worth playing in to begin with (and probably not running RG itself).

Subject: Re: Times sure have changed...
Posted by [Goztow](#) on Wed, 19 Jul 2006 06:39:09 GMT
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Considering some cheaters combine final renegade with the RG bypass, I think your statement

that RG is enough prove, fails. RG is a good filter but just not enough until 1.04 makes it through.

Subject: Re: Times sure have changed...
Posted by [Kamuix](#) on Wed, 19 Jul 2006 07:26:13 GMT
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I've never used an RG bypass but i was in one of RenArchive servers and I kept destroying the cargo plane everything It came, One of them said "What is this Bullshit" Funny

Finally someone in Caps say's "I KNOW WHO IT IS" I got alittle nervous, "ITS AV7KILLER" I once again lauphed my ass off.

They forcerg'd him, He got kicked, I once again lauphed.

Subject: Re: Times sure have changed...
Posted by [Tunaman](#) on Wed, 19 Jul 2006 08:21:45 GMT
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I'm hoping that you were in Crazy CTF...

Subject: Re: Times sure have changed...
Posted by [Tiesto](#) on Wed, 19 Jul 2006 08:23:43 GMT
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Goztow wrote on Wed, 19 July 2006 08:39Considering some cheaters combine final renegade with the RG bypass, I think your statement that RG is enough prove, fails. RG is a good filter but just not enough until 1.04 makes it through.

How long is it gonna be before that comes out? i mean, most of the good players will have been harassed from the game and it won't be worth playing.

Subject: Re: Times sure have changed...
Posted by [mision08](#) on Wed, 19 Jul 2006 09:52:06 GMT
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Kamuix wrote on Wed, 19 July 2006 02:26I've never used an RG bypass but i was in one of RenArchive servers and I kept destroying the cargo plane everything It came, One of them said "What is this Bullshit" Funny

Finally someone in Caps say's "I KNOW WHO IT IS" I got a little nervous, "ITS AV7KILLER" I once again laughed my ass off.

They forcerg'd him, He got kicked, I once again laughed.

That's special, much like you it's special. Isn't the c130 vehicle drop a cinematic scene?

Subject: Re: Times sure have changed...

Posted by [cheesesoda](#) on Wed, 19 Jul 2006 13:28:40 GMT

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mision08 wrote on Wed, 19 July 2006 05:52 That's special, much like you it's special. Isn't the c130 vehicle drop a cinematic scene?

No, it's a neutral vehicle. With some of Cyberpunk's old cheats, you could destroy it.

Subject: Re: Times sure have changed...

Posted by [Kamuix](#) on Wed, 19 Jul 2006 18:01:30 GMT

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It must not be very strong, My weapon wasn't even set to take away much damage at all, It took 5 shots to destroy a tank, and probably five shots to take out the Cargo plane.

I wonder if it was ever meant to be destroyed, I found a death animation for the Plane in Ren.

Subject: Re: Times sure have changed...

Posted by [Nukelt15](#) on Wed, 19 Jul 2006 19:02:06 GMT

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The death animation ought to play when the airstrip is destroyed while a vehicle is being delivered. I don't doubt that it was originally intended to be destroyed, but it was probably dropped for the sake of play balance (otherwise, all it would take on a lot of maps is one well placed MLRS to stop Nod from getting vehicles).

Subject: Re: Times sure have changed...

Posted by [Kamuix](#) on Wed, 19 Jul 2006 20:10:42 GMT

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Well i had before changed the model of the Cargoplane in Undrivable vecs under Objects/Simple to an AGT so i could use it as one, everytime is gets destroyed a Flaming cargoplane shoots out the side

Subject: Re: Times sure have changed...
Posted by [danpaul88](#) on Wed, 19 Jul 2006 20:59:14 GMT
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Some of the early renegade trailers featured the cargo plane being destroyed while havoc wandered around killing stuff, it may have been the only reason they made the animation.

I do remember being able to blow the cargo plane up on a map I made once, I never intended to make it like that, and I still dont know how I did it

Subject: Re: Times sure have changed...
Posted by [bisen11](#) on Fri, 21 Jul 2006 05:40:39 GMT
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There's a script you can attach that will play the death animation when something dies. It's attached to all the c130's in single player. Though its one of those scripts in multiplayer that only the host can see. Either that or only works when only the host is in game and no one else.

Subject: Re: Times sure have changed...
Posted by [trunkskgb](#) on Tue, 01 Aug 2006 17:20:33 GMT
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LtC4miner...have not seen you around in a LONG ass time. I guess your right though, anyone with skill gets hassled. Although that skill just comes from playing repeatedly.

mrpirate, I recognize you from Black-Brigade. Don't think I ever duked it out with you though, but I've seen you there.

Subject: Re: Times sure have changed...
Posted by [MexPirate](#) on Tue, 01 Aug 2006 21:30:04 GMT
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This is why I like donating for and running a server, if anyone wants to say I cheat they can check the mod list to make their complaint

I occasionally get it in other servers, but I only really play elsewhere when people aren't on - most public servers are too frustrating.

Subject: Re: Times sure have changed...
Posted by [krayons](#) on Tue, 01 Aug 2006 23:02:16 GMT
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I got banned once for driving a humvee into the refinery and running over one of the mods.

Hee hee.

Subject: Re: Times sure have changed...

Posted by [MexPirate](#) on Thu, 03 Aug 2006 15:26:17 GMT

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krayons wrote on Tue, 01 August 2006 17:02 I got banned once for driving a humvee into the refinery and running over one of the mods.

Hee hee.

lol, totally worth it
