
Subject: who thinks this is cheating
Posted by [jnz](#) on Thu, 09 Nov 2006 17:33:49 GMT
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do you think harvester walking to get past base defences is cheating?

i don't.

Subject: Re: who thinks this is cheating
Posted by [Sniper_De7](#) on Thu, 09 Nov 2006 18:14:54 GMT
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Um no, but it could be considered unfair.

Subject: Re: who thinks this is cheating
Posted by [Goztow](#) on Thu, 09 Nov 2006 19:44:14 GMT
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Let's see:

- both sides can do it
- you just walk behind a moving object
- the harvester is ment to be big enough for a player to hide behind it
- ...

Nope.

Subject: Re: who thinks this is cheating
Posted by [BlueThen](#) on Thu, 09 Nov 2006 21:22:24 GMT
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people wont consider it cheating... until someone kill's their base... they'll get mad yell THAT'S CHEATING!!!

Subject: Re: who thinks this is cheating
Posted by [Tzar469](#) on Fri, 10 Nov 2006 03:47:28 GMT
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bluethen wrote on Thu, 09 November 2006 13:22people wont consider it cheating... until someone kill's their base... they'll get mad yell THAT'S CHEATING!!!

Good point, lol

Subject: Re: who thinks this is cheating
Posted by [Spoony](#) on Fri, 10 Nov 2006 07:09:11 GMT
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I'd say it is fair.

Subject: Re: who thinks this is cheating
Posted by [thrash300](#) on Fri, 10 Nov 2006 07:31:36 GMT
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Goztow wrote on Thu, 09 November 2006 13:44
- the harvester is ment to be big enough for a player to hide behind it.

Really?

Sniper_De7 wrote on Thu, 09 November 2006 12:14Um no, but it could be considered unfair.

How?

Subject: Re: who thinks this is cheating
Posted by [Goztow](#) on Fri, 10 Nov 2006 08:14:01 GMT
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Trash:

>

right?

Subject: Re: who thinks this is cheating
Posted by [Sniper_De7](#) on Fri, 10 Nov 2006 11:43:10 GMT
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It could be considered unfair because in some maps you can follow harvester and get to more than one building than if you were GDI/Nod. However if both team mines the harv path than it could be fair again, but on a map in particular, you can follow it from two directions and so you have to waste twice as much mines Which is generally fine because it's a map that you don't have to worry about mining building entrances save for one, however the team already has an advantage so it really isn't the end of the world.

Subject: Re: who thinks this is cheating
Posted by [Ryu](#) on Sat, 11 Nov 2006 05:09:13 GMT
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I do it on C&C_City_Flying when i'm Nod (oviously) But apart from that nope.. Seems harder on more maps.

I just like my tanks more than infantry.

Subject: Re: who thinks this is cheating
Posted by [thrash300](#) on Sat, 11 Nov 2006 21:09:59 GMT
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Sniper_De7 wrote on Fri, 10 November 2006 05:43It could be considered unfair because in some maps you can follow harvester and get to more than one building than if you were GDI/Nod. However if both team mines the harv path than it could be fair again, but on a map in particular, you can follow it from two directions and so you have to waste twice as much mines Which is generally fine because it's a map that you don't have to worry about mining building entrances save for one, however the team already has an advantage so it really isn't the end of the world.

C&C City_Flying.mix seems to have equal entrances via harvestors, although, the AGT would probably shoot at you and make noise and cause an investigation compaired to the Obelisk. So really it is actually unfair because the Obolisk would only power up but not shoot a you and give away your position.

Subject: Re: who thinks this is cheating
Posted by [BlueThen](#) on Sat, 11 Nov 2006 23:52:38 GMT
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thrash300 wrote on Sat, 11 November 2006 15:09Sniper_De7 wrote on Fri, 10 November 2006 05:43It could be considered unfair because in some maps you can follow harvester and get to more than one building than if you were GDI/Nod. However if both team mines the harv path than it could be fair again, but on a map in particular, you can follow it from two directions and so you have to waste twice as much mines Which is generally fine because it's a map that you don't have to worry about mining building entrances save for one, however the team already has an advantage so it really isn't the end of the world.

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I'd agree... but there are turrets all around that points it's nozzle at you... people just ignore it.

Subject: Re: who thinks this is cheating
Posted by [mrpirate](#) on Sun, 12 Nov 2006 01:19:40 GMT
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I think sniper_de7 is cheating

Subject: Re: who thinks this is cheating
Posted by [PlastoJoe](#) on Sun, 12 Nov 2006 02:01:45 GMT
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mrpirate thinks sniper_de7 is cheating. 2 more users required to !forcerg.

Doesn't seem to be a bug, so I'd say technically legal. But up to the servers to decide.

Subject: Re: who thinks this is cheating
Posted by [thrash300](#) on Sun, 12 Nov 2006 05:36:54 GMT
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SpyGuy246 wrote on Sat, 11 November 2006 20:01But up to the servers to decide.

True. It actually has a lot on whose team you are on. Man isn't it annoying when you join a game and you hear: "GDI, or NOD Power Plant Destroyed?! And you see explosions everywhere, and your team is frantically trying to repair the building that you are in!!

Subject: Re: who thinks this is cheating
Posted by [Greathobo](#) on Sun, 12 Nov 2006 15:38:11 GMT
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thrash300 wrote on Sat, 11 November 2006 16:09Sniper_De7 wrote on Fri, 10 November 2006 05:43It could be considered unfair because in some maps you can follow harvester and get to more than one building than if you were GDI/Nod. However if both team mines the harv path than it could be fair again, but on a map in particular, you can follow it from two directions and so you have to waste twice as much mines Which is generally fine because it's a map that you don't have to worry about mining building entrances save for one, however the team already has an advantage so it really isn't the end of the world.

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away your position.
But nod has sbhs, and gdi doesn't.

Subject: Re: who thinks this is cheating
Posted by [Sniper_De7](#) on Sun, 12 Nov 2006 15:52:07 GMT
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that's why it's pretty impossible to say it's fair/unfair because there are so many different things that can be taken into account, but if you mine the harvester path it doesn't matter for either team, unless on the map in particular where you can follow the harv path from two directions and you have to spend twice as much c4. But it doesn't really matter that much because Nod is already at a disadvantage on that particular map

Subject: Re: who thinks this is cheating
Posted by [w0dka](#) on Sun, 12 Nov 2006 15:57:47 GMT
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AGT will fire even if a SbH is behind a Harvester.

at this map SbH's are a good idea if the power or AGT is down. Before this happend they will get nailed. Uhm, sometimes it works to use a buggy and a sbh with nuke.... drive behind the barracks.. let the buggie blow. if you are lucky GDI ignore you behind the barracks and you can place your nuke when GDI is rushing... same is possible without SbH behind the Wf... but if your team doesn't work together... don't blow up the Wf at city.
usually you will loose that on publics by points.

Subject: Re: who thinks this is cheating
Posted by [Sniper_De7](#) on Sun, 12 Nov 2006 15:59:20 GMT
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I don't even know what you're talking about though, the AGT and obelisk won't shoot you if you're following the harv correctly, the only thing that might shoot you is the turrets on some map and that could be seen/heard so that's a disadvantage for GDI, i guess

Subject: Re: who thinks this is cheating
Posted by [jnz](#) on Tue, 14 Nov 2006 00:32:32 GMT
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i am hoping to put a feature in the sbot to stop harv walking if wanted. but it depends on server owner/map if it is considerd cheating/unfair.

the reason i started this is because it is alot easier (for me) to do this to nod han gdi. on gdi if i

step out of line for even a second i get shot by the agt gun. it takes less than 6 hits to die.

but i dont see why on some servers it is considers cheating :/

Subject: Re: who thinks this is cheating
Posted by [CarrierII](#) on Tue, 14 Nov 2006 18:39:08 GMT
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Because in real warfare, you wouldn't get away with walking in behind an automated harvester... I guess. even if you were a SBH.

Subject: Re: who thinks this is cheating
Posted by [fl00d3d](#) on Wed, 15 Nov 2006 05:17:18 GMT
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Topic bump Lets talk about flaming apcs...

(lo0ol)

Subject: Re: who thinks this is cheating
Posted by [Sniper_De7](#) on Wed, 15 Nov 2006 11:40:20 GMT
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CarrierII wrote on Tue, 14 November 2006 12:39Because in real warfare, you wouldn't get away with walking in behind an automated harvester... I guess. even if you were a SBH.

no realism please - no such thing as big giant laser beam that defends bases.

Subject: Re: who thinks this is cheating
Posted by [MrWiggles](#) on Wed, 15 Nov 2006 13:59:13 GMT
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but there ARE stealth suits you can wear that make you invisible idiot

Subject: Re: who thinks this is cheating
Posted by [rs4015](#) on Wed, 15 Nov 2006 18:21:27 GMT
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MrWiggles wrote on Wed, 15 November 2006 07:59but there ARE stealth suits you can wear that make you invisible idiot

ummm, actually it makes u less noticable NOT invisible, nd the real life stealth technology now isnt that high, so ya no such thing as invisible in todays world

Subject: Re: who thinks this is cheating
Posted by [Zion](#) on Thu, 16 Nov 2006 18:14:07 GMT
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No.

Subject: Re: who thinks this is cheating
Posted by [jnz](#) on Thu, 16 Nov 2006 18:46:33 GMT
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yes...no realism...where do i start:

PIC
respawing
killing a mamoth tank with a pistol
mamoth tank
SBH
day and night
railgun
laser chain gun
acolithes
beacons
ion strike
orca
... etc.

Subject: Re: who thinks this is cheating
Posted by [StealthEye](#) on Thu, 16 Nov 2006 18:50:59 GMT
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You forgot the most important thing really...

Tiberium.

Subject: Re: who thinks this is cheating
Posted by [jnz](#) on Thu, 16 Nov 2006 18:52:19 GMT

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yes lol. tib flechet gun...

the unrealism is what is good about renegade.

also, repair guns.

Subject: Re: who thinks this is cheating
Posted by [Goztow](#) on Thu, 16 Nov 2006 19:23:20 GMT
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Quote:killing a mammoth tank with a pistol
Impossible. Mammy auto heals

Subject: Re: who thinks this is cheating
Posted by [StealthEye](#) on Thu, 16 Nov 2006 21:09:36 GMT
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You just need some damage hack then ;P

Subject: Re: who thinks this is cheating
Posted by [puddle_splasher](#) on Fri, 17 Nov 2006 07:02:54 GMT
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w0dka wrote on Sun, 12 November 2006 09:57AGT will fire even if a SbH is behind a Harvester.

at this map SbH's are a good idea if the power or AGT is down. Before this happend they will get nailed.

If the AGT/OB is down and you are SBH, then why is there a need to Harvy Walk?

You are stealthed anyhow.....doh

Subject: Re: who thinks this is cheating
Posted by [CarrierII](#) on Fri, 17 Nov 2006 14:02:36 GMT
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I meant "take the techonology as given, would you get away with it still?"

:s

Subject: Re: who thinks this is cheating
Posted by [Veyrdite](#) on Fri, 17 Nov 2006 23:01:45 GMT
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renwiki has somedin on harvy walkin by memory

Subject: Re: who thinks this is cheating
Posted by [f100d3d](#) on Sat, 18 Nov 2006 05:11:52 GMT
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Fallacies!

OK, but seriously - there are some "not so realistic" things in any game. And I get all of the points discussed, but I do go by a policy of "what is realistic" with my server. If you could picture a game of Renegade that was played out with friendly fire on, that would pretty much answer all questions right there. If you can do it without dying, go for it. But things like ob-walking remain glitching in my eyes.

Subject: Re: who thinks this is cheating
Posted by [danpaul88](#) on Sat, 18 Nov 2006 11:10:19 GMT
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I used to like friendly fire ON servers, except when you got morons who thought it was funny to kill their own team.... some people are determined to spoil things for everyone...

Subject: Re: who thinks this is cheating
Posted by [w0dka](#) on Sat, 18 Nov 2006 11:13:21 GMT
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never saw a FF On server...

anyone knows one?

Subject: Re: who thinks this is cheating
Posted by [Sniper_De7](#) on Sat, 18 Nov 2006 12:14:36 GMT
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friendly fire is a little impractical in a public server, as I saw yesterday. What can be fun is no building repair, though that usually means GDI has a greater advantage it's something that spices up the game more. It makes maps go quick, and strategies are changed. The last time I saw a public server who had it on was a long time ago and it had FF on and there weren't any retards trying to kill their own buildings and I remember it being hourglass and this server was so cool that

it allowed hill camping too, so me and someone else who I knew was in the server and we were Nod and we had killed GDI pretty quickly.

Which brings me to another point. For the server owners out there, why, oh why do you disable hill camping? WHY? Do you know what you do, when you make a rule for that? All it means is that now people just have to camp their front entrance and wait for the opposing team to rush, when that rush happens they will die and the camping team will win. If your fear is that Nod has an advantage over teh hill, you're wrong. It's surprisingly even, and that hardly matters usually because all it takes is a bit of teamwork to stop it. It's like saying you can't buy artys on field to whore the war factory because they're too hard to kill in public servers without teamwork. It is part of the map, so why on earth are you not allowing it? instead you make hourglass an hour long and everybody hates the map because it's so damned long.

Subject: Re: who thinks this is cheating

Posted by [w0dka](#) on Sat, 18 Nov 2006 18:42:08 GMT

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Sniper_De7 wrote on Sat, 18 November 2006 06:14

Which brings me to another point. For the server owners out there, why, oh why do you disable hill camping? WHY? Do you know what you do, when you make a rule for that? All it means is that now people just have to camp their front entrance and wait for the opposing team to rush, when that rush happens they will die and the camping team will win. If your fear is that Nod has an advantage over teh hill, you're wrong. It's surprisingly even, and that hardly matters usually because all it takes is a bit of teamwork to stop it. It's like saying you can't buy artys on field to whore the war factory because they're too hard to kill in public servers without teamwork. It is part of the map, so why on earth are you not allowing it? instead you make hourglass an hour long and everybody hates the map because it's so damned long.

like you said... because you need smart guys... to stop HC...but on most servers only play guys who buy first as Nod a SBh and if they are GDI a Havoc.... (or on flying maps: copters) regardless if base is rapped and they need engineers or only big tanks out there. Peopl that dobn't know how to stop something what kills them will stop playing. They don't like loosing.

remembering a match on city.... Nod 6 copters, GDI 7 copters. Resst of the team runns around with havocs.... i played on Nod ... just drive a stank and blow their barracks with a nuke away... noone even looks after itsometimes its hard to believe ow stupid some guys are if it goes into tactics.

Subject: Re: who thinks this is cheating

Posted by [thrash300](#) on Sun, 19 Nov 2006 12:07:28 GMT

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CarrierII wrote on Tue, 14 November 2006 12:39Because in real warfare, you wouldn't get away with walking in behind an automated harvester... I guess. even if you were a SBH.

Real Warfare?!!!! My Ass, Command And Conquer Renegade Is more like paintballing.!!!!!!!
Seriously people how can a woman run with a high powered rifle and shoot and reload it while she is running?! Renegade is a good and a bad mix of reality and fictional video game warfare. It kind of disconnects you from reality.

Subject: Re: who thinks this is cheating
Posted by [Carrierll](#) on Sun, 19 Nov 2006 12:25:43 GMT
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Quote:
TAKE THE TECHNOLOGY AS GIVEN

Please read.

Subject: Re: who thinks this is cheating
Posted by [fl00d3d](#) on Wed, 22 Nov 2006 22:06:30 GMT
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I'm not a big fan of hourglass, tbh. And the reason is because people turtle (sorry, RTS terminology) .. I mean "camp" .. regardless of strategy and rules. On my server, hillcamping is not allowed for two reasons: (1) People abuse it and use it to whore the enemy base with an easy retreat - and GDI has a strong advantage with that (2) If you allow it then everyone attempts to fight on the hill and people get pissed off, start calling people noobs, arguments break out, and people leave the server. So from an owners point of view its not so much about the actual gameplay its about keeping the majority happy. I tried to get hourglass completely removed from our rotation but Nightma12 veto'd me lol. So we're going to hardcode the timer plugin to never allow Hourglass in marathon mode and we'll probably re-enable hillcamping.

Subject: Re: who thinks this is cheating
Posted by [warranto](#) on Wed, 22 Nov 2006 22:32:23 GMT
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Pff.. no need to do that. Just generate new rules for the map. No one is allowed to take out the Base Defence/Advanced Infantry/Vehicle/Refinery/Power Plant Building first. After all, people don't turtle until one of those is destroyed.

Subject: Re: who thinks this is cheating

Posted by [Sniper_De7](#) on Wed, 22 Nov 2006 23:43:35 GMT

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f100d3d wrote on Wed, 22 November 2006 16:06 I'm not a big fan of hourglass, tbh. And the reason is because people turtle (sorry, RTS terminology) .. I mean "camp" .. regardless of strategy and rules. On my server, hillcamping is not allowed for two reasons: (1) People abuse it and use it to whore the enemy base with an easy retreat - and GDI has a strong advantage with that (2) If you allow it then everyone attempts to fight on the hill and people get pissed off, start calling people noobs, arguments break out, and people leave the server. So from an owners point of view its not so much about the actual gameplay its about keeping the majority happy. I tried to get hourglass completely removed from our rotation but Nightma12 veto'd me lol. So we're going to hardcode the timer plugin to never allow Hourglass in marathon mode and we'll probably re-enable hillcamping.

GDI has no advantage overall nor does Nod in hillcamping. It boils down to who has more teamwork. There's an obvious advantage for GDI in maps like under and field, but it's be ludicrous to disallow it just because it's disfavoured on one side. Like I said, it comes down to which team is better.

As for the second part, isn't that GOOD that they try to fight on the hill? As for getting pissed off, I hardly see that ever happening. I see more people complaining about camping their base with mammoths and such than I do of people complaining about hillcamping. Generally the only reason you do see people complain about hillcamping is because it's disallowed on that particular server and someone is doing it. It's a hell of a lot more fun trying to hold the hill, by yourself, or with your team, against the opposing than waiting inside your base and the team that rushes the most loses.

Subject: Re: who thinks this is cheating

Posted by [mrpirate](#) on Thu, 23 Nov 2006 02:50:23 GMT

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Hourglass can be a very boring map, and I've never understood how people think drastically restricting the areas in which tanks are allowed is going to make it any more exciting.
