
Subject: Test

Posted by [fl00d3d](#) on Wed, 27 Dec 2006 21:29:22 GMT

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I was curious if the "* cheat name removed* Test" works on the neutral team.

As many already know, a way to test for the aimbot is to have the accused type a series of characters which require the shift key (which is used for the aimbot).

Normally you would position the accused, facing someone on his own team, with someone of the opposite team standing directly behind him. If the person hits the shift key and spins around to face the person behind him (opponent) he is using the aimbot. It does not matter how you map your controls because when you are in F2 chat you cannot turn your character by hitting the X key (or if you've mapped it to Shift as some cheaters would try to argue).

So, back to my question, if you are on team Owned (the neutral team that NR uses for moderators and accused so they can test) ... and you run the test ... will it still work properly? I tend to think that it would not. But I would like someone with more experience on this matter to say yes or no so I have a clear answer.

Thank you.

Subject: Re: *cheat name removed* Test

Posted by [light](#) on Wed, 27 Dec 2006 21:49:30 GMT

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Considering the latest version of *cheat name removed* allows you to specify any key as the aimbot trigger (not just the shift) then testing for it is pretty much impossible, regardless of the team.

Subject: Re: *cheat name removed* Test

Posted by [Ox90](#) on Wed, 27 Dec 2006 23:30:01 GMT

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light wrote on Wed, 27 December 2006 22:49 Considering the latest version of *cheat name removed* allows you to specify any key as the aimbot trigger (not just the shift) then testing for it is pretty much impossible, regardless of the team.

exactly. though, *cheat name removed* aimbot will only lock on targets in visible range (in your fov). so if no enemy is in your fov (behind you or something) it just wont aim at that target. so 180° spins arent possible anymore anyways. furthermore its possible to temp. disable *cheat name removed* right ingame at all.

regards,

0x90

Subject: Re: rgh Test
Posted by [SeargentSarg](#) on Wed, 27 Dec 2006 23:37:55 GMT
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I wouldn't think so. If "Neutral" is neutral, it wouldn't have an opponent. I think you should form a little test server, 3 people, 1 nod, 1 gdi, 1 neutral, have the neutral point different direction, and etc. test it out. I am quite interested as well.

Subject: Re: rgh Test
Posted by [fl00d3d](#) on Thu, 28 Dec 2006 01:27:27 GMT
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If someone from BHS can confirm what was said above, that's a good enough answer for me.

Subject: Re: rgh Test
Posted by [SeargentSarg](#) on Thu, 28 Dec 2006 02:39:31 GMT
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Test it our yourself. I would think BHS would need to test this for themselves, since the answer is unclear, and Westwood wanted to create a 3rd enemy, but never cared to finish it, they might have added the features necessary to make it an "enemy" and we just call it neutral.

Subject: Re: rgh Test
Posted by [fl00d3d](#) on Thu, 28 Dec 2006 07:48:30 GMT
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Fortunately, I am eligible to test this. -_- But I was hoping for a simple answer. I'll assume there isnt one.

Kids: DO NOT try this at home! (seriously)

Subject: Re: *cheat name removed* Test
Posted by [Ryu](#) on Thu, 28 Dec 2006 09:36:42 GMT
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0x90 wrote on Wed, 27 December 2006 17:30light wrote on Wed, 27 December 2006 22:49Considering the latest version of *cheat name removed* allows you to specify any key as the aimbot trigger (not just the shift) then testing for it is pretty much impossible, regardless of the

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regards,
0x90

I think we'll go back to the "old" method, If the Admins/Mods think they are getting pwned too much, ban! (Joking)

Subject: Re: rgh Test
Posted by [0x90](#) on Thu, 28 Dec 2006 12:04:00 GMT
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Alex wrote on Thu, 28 December 2006 10:36
I think we'll go back to the "old" method, If the Admins/Mods think they are getting pwned too much, ban! (Joking)

lol! at least this is kinda fool-proof
imho a good, attentive mod is better than any AC software/detection method anyways. its sometimes just _too_ obvious if someone is cheating.

regards,
0x90

Subject: Re: rgh Test
Posted by [CarrierII](#) on Thu, 28 Dec 2006 12:16:45 GMT
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Like a guy who killed me in one shot (with a pistol or whatever) when I demanded a test. lol

Subject: Re: rgh Test
Posted by [=HT=T-Bird](#) on Thu, 28 Dec 2006 12:33:12 GMT
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0x90 wrote on Thu, 28 December 2006 06:04 Alex wrote on Thu, 28 December 2006 10:36
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regards,
0x90

Point well stated and taken. The best way to spot cheats is to keep your eyes peeled for stuff
that's not normal ingame. It takes some experience and practice, I know, but it is VERY effective.

Subject: Re: rgh Test
Posted by [f100d3d](#) on Thu, 28 Dec 2006 18:37:23 GMT
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Yeah, I had to ban one of my mods yesterday because he was a havoc and did a pp run on under
... and somehow managed to take out the power plant with four timed c4's.....absolutely
impossible without the pt anywhere cheat. No other way to replicate that.

Subject: Re: rgh Test
Posted by [light](#) on Thu, 28 Dec 2006 19:47:26 GMT
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f100d3d wrote on Fri, 29 December 2006 07:37Yeah, I had to ban one of my mods yesterday
because he was a havoc and did a pp run on under ... and somehow managed to take out the
power plant with four timed c4's.....absolutely impossible without the pt anywhere cheat. No
other way to replicate that.
I managed to do that in an inf-only server, the spawn weapon somehow gave me like 4 C4s (why
on earth it did I have no idea, but I didn't complain), plus the one I had originally. Not saying this is
the case for you, but it's one possible way to do it.

Subject: Re: rgh Test
Posted by [SeargentSarg](#) on Thu, 28 Dec 2006 22:49:48 GMT
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Are you 100% sure it was timed c4? The guy could have exploded his remote c4 first, then the
timed c4 would kill the building. Or on some modded servers, or as a glitch, the timed C4 can
spawn after an enemy has been killed.

Subject: Re: rgh Test
Posted by [Spoony](#) on Fri, 29 Dec 2006 05:48:05 GMT
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0x90 wrote on Thu, 28 December 2006 06:04Alex wrote on Thu, 28 December 2006 10:36

I think we'll go back to the "old" method, If the Admins/Mods think they are getting pwned too much, ban! (Joking)

lol! at least this is kinda fool-proof
imho a good, attentive mod is better than any AC software/detection method anyways. its sometimes just _too_ obvious if someone is cheating.

regards,
0x90

What a conundrum you present. On the one hand you're praising a human moderator over anti-cheat software, and on the other hand you're devoting so much of your time (which might be better spent attending school or getting a job, forgive me that I don't know how old you are) to invalidate that.

I suspect you're just rather dim-witted...

Subject: Re: rgh Test
Posted by [Renx](#) on Fri, 29 Dec 2006 06:40:00 GMT
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Ask them to, without leaving the game, take a screenshot of their RenGuard window with "secure link established" at the top of the dialog box.

Subject: Re: rgh Test
Posted by [songokuk](#) on Sun, 31 Dec 2006 19:51:33 GMT
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Genuis!

Subject: Re: rgh Test
Posted by [Nightma12](#) on Sun, 31 Dec 2006 21:06:50 GMT
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now i cna see cheaters taking screenshots BEFORE they go ingame

EDIT: a picture of both the top and bottom so that you can see where they said what server they are joining would work

Subject: Re: *cheat name removed* Test
Posted by [Renx](#) on Mon, 01 Jan 2007 13:06:32 GMT

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It doesn't matter. After the "secure link established" bit it injects *cheat name removed*. You probably wouldn't be able to see the message it gives when you join a server anyway.

He'll probably just make it so *cheat name removed* no longer prints anything in the dialog box though.

Subject: Re: *cheat name removed* Test
Posted by [songokuk](#) on Mon, 01 Jan 2007 13:36:47 GMT
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fair point.

why cant they update rg so it checks application titles?

one simple update server side (ie a list of banned application titles) and rg would recognise the new title, i suppose he would update it to randomise the title but surely that would slow em down or at least annoy them.

do you think rg will release a fix for his "*cheat name removed*" any time soon?

i hate cheaters, personally all cheats should be registered as Virus' so the av programs automatically delete em.

Subject: Re: *cheat name removed* Test
Posted by [0x90](#) on Mon, 01 Jan 2007 14:12:00 GMT
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songokuk wrote on Mon, 01 January 2007 14:36fair point.

why cant they update rg so it checks application titles?

one simple update server side (ie a list of banned application titles) and rg would recognise the new title, i suppose he would update it to randomise the title but surely that would slow em down or at least annoy them.

mhh no.. i would rather block the check for application titles just like the check for cheat files and so on. that would make the whole check useless and can approx. be done very quick.
plus you have to think about that the *cheat name removed* loader (so the main gui application) doesnt have to run. so i could just load renguard, inject the hook and immediately close the main gui.

and for the screenshot of renguard thing: yes i think there will be an option to hide the *cheat name removed* output in renguard in the next version. or at least to remove it on demand for a screenshot or something since its a nice to have debug output (to see if its actually working and

stuff).

so its indeed really hard to catch someone. the "cheaters" are somehow always one step in front. like blazer said once: everything is "crackable" and its often easier to bypass something or not getting caught than prevent cheating or catching someone.

regards
0x90

Subject: Re: rgh Test
Posted by [Goztow](#) on Mon, 01 Jan 2007 21:31:36 GMT
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And people have been insulting TheKOSs2 for no more using tests to catch cheaters for the last half year.

Subject: Re: *cheat name removed* Test
Posted by [Blazer](#) on Tue, 02 Jan 2007 09:23:29 GMT
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0x90 wrote on Mon, 01 January 2007 09:12yes i think there will be an option to hide the *cheat name removed* output in renguard in the next version. or at least to remove it on demand for a screenshot or something since its a nice to have debug output (to see if its actually working and stuff).

Why are you making another version of *cheat name removed*? Is someone paying you to develop cheats for Renegade? Seriously, why are people picking on Renegade, why don't they go develop cheats for huge games like BF2 and whatnot :-\

Subject: Re: rgh Test
Posted by [Cat998](#) on Tue, 02 Jan 2007 09:33:36 GMT
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fl00d3d wrote on Thu, 28 December 2006 19:37Yeah, I had to ban one of my mods yesterday because he was a havoc and did a pp run on under ... and somehow managed to take out the power plant with four timed c4's.....absolutely impossible without the pt anywhere cheat. No other way to replicate that.

Are you sure he didn't kill an engi in pp, and picked up his C4 ?

Subject: Re: rgh Test
Posted by [Spoony](#) on Tue, 02 Jan 2007 14:02:40 GMT
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0x90 wrote on Mon, 01 January 2007 08:12so its indeed really hard to catch someone. the "cheaters" are somehow always one step in front. like blazer said once: everything is "crackable" and its often easier to bypass something or not getting caught than prevent cheating or catching someone.

lol

Subject: Re: Test
Posted by [fl00d3d](#) on Fri, 05 Jan 2007 06:54:36 GMT
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Just curious ..

Who edited out you know what and replaced it with *cheat name removed* ?

It wasn't really a cheat name ... and even blazer said it in his post. :-S

I'm guessing it was a new filter? Just kinda funny.

Subject: Re: Test
Posted by [Goztow](#) on Fri, 05 Jan 2007 07:35:21 GMT
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The cheat has been renamed to the abbreviation, proolly so people could easier find it, based on the often used abbreviation. So it's a good thing to have it filtered.
