
Subject: FrEsH Cheating.

Posted by [GsXr1400](#) on Sun, 28 Oct 2007 00:23:35 GMT

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watch out for him!!!

heres the proof!

<http://www.megaupload.com/?d=DCVSG97A>

thats the video.

heres the biatch logs.

Oct 27 18:59:59 [BIATCH] DVDs is possibly using a rate of fire hack (Damage: 100; Warhead: Shrapnel; Bullet****: 3; MeasureTime: 1.016).

Oct 27 19:00:00 [BIATCH] DVDs is possibly using a rate of fire hack (Damage: 100; Warhead: Shrapnel; Bullet****: 3; MeasureTime: 1.031).

Oct 27 19:00:31 [BIATCH] DVDs is possibly using a rate of fire hack (Damage: 100; Warhead: Shrapnel; Bullet****: 5; MeasureTime: 1.015).

Oct 27 19:00:33 [BIATCH] DVDs is possibly using a rate of fire hack (Damage: 100; Warhead: Shrapnel; Bullet****: 4; MeasureTime: 1.016).

Oct 27 19:00:34 [BIATCH] DVDs is possibly using a rate of fire hack (Damage: 100; Warhead: Shrapnel; Bullet****: 4; MeasureTime: 1.015).

And heres your proof that its definetley FrEsH

-19:24:58- (@DaN) (20:24:02) *» [gwserv (gwserv@41184D12.BF6785DA.3F3D6C**.IP)]
Found 1 results for your search, showing first 1...

-19:24:58- (@DaN) (20:24:02) *» [gwserv (gwserv@41184D12.BF6785DA.3F3D6C**.IP)]
70.58.12*.27: (KrUmP (27/10/07), DVDs (27/10/07), FrEsH (27/10/07))

Subject: Re: FrEsH Cheating.

Posted by [sadukar09](#) on Sun, 28 Oct 2007 00:31:57 GMT

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WTF? 122MB for a video?

Subject: Re: FrEsH Cheating.

Posted by [DutchNeon](#) on Sun, 28 Oct 2007 00:49:11 GMT

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Its proly 1280 X 1024 and highest detail, thus being so large, still remember that when i taped 15 min of ren with fraps, the video was ~ 2 - 2,5 gig.

Subject: Re: FrEsH Cheating.
Posted by [GsXr1400](#) on Sun, 28 Oct 2007 00:52:03 GMT
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dont complain about the size.. if your not goin to dwnload it.

Subject: Re: FrEsH Cheating.
Posted by [DutchNeon](#) on Sun, 28 Oct 2007 00:58:27 GMT
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Lol, kinda obvious, Look at the points and how hes points go up (at the third death) Rapid fire

But wow, whats with the skins, skin galore makes it such an ugly game then, but meh, this is just offtopic

Subject: Re: FrEsH Cheating.
Posted by [Oblivion165](#) on Sun, 28 Oct 2007 01:29:45 GMT
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That is without a doubt the worst encode job I've ever seen. This cant be compressed at all. The audio isn't even of the game its just your mic and to top it all off you cant even read anything on the recording let alone see anything of the cheating nature.

Same video:

<http://www.Oblivioninteractive.com/files/footage.avi>
16mb...and thats on max Xvid quality.

Then here is one that can nearly be attached to the forums:
http://www.Oblivioninteractive.com/files/footage_low.avi

Subject: Re: FrEsH Cheating.
Posted by [GsXr1400](#) on Sun, 28 Oct 2007 02:37:39 GMT
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if you cant see hes using rapid fire. youre pretty dumb..

Subject: Re: FrEsH Cheating.
Posted by [trooprm02](#) on Sun, 28 Oct 2007 03:04:06 GMT
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Ya, he was a joke anyway, he fucking sucked, and I don't think RoF cheats helped em much either....

Subject: Re: FrEsH Cheating.
Posted by [R315r4z0r](#) on Sun, 28 Oct 2007 03:04:27 GMT
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Well, I wouldn't call it "rapid" fire. It does look as though it is increased speed, it still isn't "rapid"

A machine gun is rapid. The firing time for the sniper looked as if it was maybe 1 second shortened.

Subject: Re: FrEsH Cheating.
Posted by [GsXr1400](#) on Sun, 28 Oct 2007 03:33:24 GMT
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look at the logs witch clearly clarify he shoot mutiple bullets in such a short time, with the sniper rifle.

Subject: Re: FrEsH Cheating.
Posted by [Oblivion165](#) on Sun, 28 Oct 2007 03:39:21 GMT
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BartGg wrote on Sat, 27 October 2007 23:33look at the logs witch clearly clarify he shoot mutiple bullets in such a short time, with the sniper rifle.

I didn't see any evidence of that on the video. It was too low of a resolution and the audio wasn't there to hear any of the shots.

I don't trust logs either, too easily falsified.

Oct 27 18:59:59 [BIATCH] Ob165ion is possibly using a rate of fire hack (Damage: 852; Warhead: Shrapnel; Bullet****: 3; MeasureTime: 0.016).

Oct 27 19:00:00 [BIATCH] Ob165ion is possibly using a rate of fire hack (Damage: 852; Warhead: Shrapnel; Bullet****: 3; MeasureTime: 0.031).

Oct 27 19:00:31 [BIATCH] Ob165ion is possibly using a rate of fire hack (Damage: 852; Warhead: Shrapnel; Bullet****: 5; MeasureTime: 0.015).

Oct 27 19:00:33 [BIATCH] Ob165ion is possibly using a rate of fire hack (Damage: 852; Warhead: Shrapnel; Bullet****: 4; MeasureTime: 0.016).

Oct 27 19:00:34 [BIATCH] Ob165ion is possibly using a rate of fire hack (Damage: 852; Warhead: Shrapnel; Bullet****: 4; MeasureTime: 0.015).

Subject: Re: FrEsH Cheating.
Posted by [R315r4z0r](#) on Sun, 28 Oct 2007 03:50:54 GMT
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He took sniper damage twice in a row within 2 seconds inside the obelisk.

The rate he took damage at was not normal.

Subject: Re: FrEsH Cheating.
Posted by [GsXr1400](#) on Sun, 28 Oct 2007 05:00:31 GMT
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the guy who got logs. was Xpert the owner of mtown.. he wouldnt make up some logs.

we already knew tht..

Subject: Re: FrEsH Cheating.
Posted by [Goztow](#) on Sun, 28 Oct 2007 09:37:51 GMT
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ROF detection isn't officially released yet afaik because it isn't completely stable yet.

It's a bit hard to see. I'm sure it would be more clear when playing. I'm about 50 % convinced that could be a cheat (it could also be lag, ofcourse).

Subject: Re: FrEsH Cheating.
Posted by [EvilWhiteDragon](#) on Sun, 28 Oct 2007 10:47:07 GMT
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First, AFAIK we haven't released a BIATCH version which detects RoF hacks yet.

Second, if SOMEONE ELSE is using RoF then you can't see that on your client, as in, you will not see any faster firing. The only way to "see"it would be by increasng your own RoF, thus cheating yourself.

Third, your evidence of it being him sucks:

Quote:-19:24:58- (@DaN) (20:24:02) *›› [gwserv
(gwserv@41184D12.BF6785DA.3F3D6C**.IP)] Found 1 results for your search, showing first 1...
-19:24:58- (@DaN) (20:24:02) *›› [gwserv (gwserv@41184D12.BF6785DA.3F3D6C**.IP)]

70.58.12*.27: (KrUmP (27/10/07), DVDs (27/10/07), FrEsH (27/10/07))

70.58.12*.27 <-- see the wildcard? that wildcard gives you about $254*10=2540$ IP's that would match. Perhaps even $254*11=2794$ IP's

So to me it seems you are trying to frame someone, BartgG aka SoQreal.

Subject: Re: FrEsH Cheating.
Posted by [Ghostshaw](#) on Sun, 28 Oct 2007 10:52:11 GMT
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The BIATCH logs come from our own server, and the IP was definately from FrEsH and these are definately not false positives.

-Ghost-

Subject: Re: FrEsH Cheating.
Posted by [StealthEye](#) on Sun, 28 Oct 2007 11:07:42 GMT
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EWD, "70.58.12*.27" would match 11 IPs, to be exact:

70.58.12.27
70.58.120.27
70.58.121.27
70.58.122.27
70.58.123.27
70.58.124.27
70.58.125.27
70.58.126.27
70.58.127.27
70.58.128.27
70.58.129.27

However it's a weird search term, I haven't seen any case where the last number stayed the same whereas the second last changed...

The logs mean that he shot his sniper rifle 19 times in 5 seconds.

The logs indeed come from the BI server and are real.

Subject: Re: FrEsH Cheating.

Posted by [R315r4z0r](#) on Sun, 28 Oct 2007 13:45:13 GMT

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But he didn't see the enemy firing. He took damage quicker than normal in a concealed area with only an enemy sniper firing at him...

It's all in that video. I watched Oblivions low quality one. It doesn't that HD quality to notice a large green bar of health dropping down at an abnormal speed.

Subject: Re: FrEsH Cheating.

Posted by [Goztow](#) on Sun, 28 Oct 2007 14:36:34 GMT

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razorblade001 wrote on Sun, 28 October 2007 14:45

It's all in that video. I watched Oblivions low quality one. It doesn't that HD quality to notice a large green bar of health dropping down at an abnormal speed.

Lag or packet loss?

Subject: Re: FrEsH Cheating.

Posted by [Ghostshaw](#) on Sun, 28 Oct 2007 15:07:07 GMT

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Both really doubtable, he doesn't warp around and the dead slide is minimal...

-Ghost-

Subject: Re: FrEsH Cheating.

Posted by [GsXr1400](#) on Sun, 28 Oct 2007 15:45:28 GMT

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i didnt wont to put the full ips in... its not aloud tbhh... im not framing anyone. DaN#GW got those himself from his own clanwars.cc server.

Subject: Re: FrEsH Cheating.

Posted by [jason761](#) on Sun, 28 Oct 2007 15:47:34 GMT

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He cheats tbh, played him yesterday, it wasnt exactly without incident.

Subject: Re: FrEsH Cheating.
Posted by [SoGrade](#) on Sun, 28 Oct 2007 16:07:32 GMT
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played him today.. he wasnt that good and never was lol
but he pulled some weird shots from time to time

Subject: Re: FrEsH Cheating.
Posted by [Ethenal](#) on Mon, 29 Oct 2007 21:40:55 GMT
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I just saw him playing on Jelly, lol.

Subject: Re: FrEsH Cheating.
Posted by [The Elite Officer](#) on Tue, 30 Oct 2007 17:52:08 GMT
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BartGg wrote on Sat, 27 October 2007 20:52dont complain about the size.. if your not goin to
dwnload it.

Subject: Re: FrEsH Cheating.
Posted by [sadukar09](#) on Tue, 30 Oct 2007 19:21:44 GMT
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The Elite Officer wrote on Tue, 30 October 2007 13:52BartGg wrote on Sat, 27 October 2007
20:52dont complain about the size.. if your not goin to dwnload it.

Don't fucking quote a useless piece of shit.

Subject: Re: FrEsH Cheating.
Posted by [Starbuzz](#) on Wed, 31 Oct 2007 07:17:37 GMT
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As with all cheaters, I never complain until I have seen em in-game.

Yeah, I agree that this guy cheats. Ran into him in the EKT sniper server; he was getting mad kills
and mad shots. ROF hack is definitely what it is.

But I was able to kill the fucker once though.

Subject: Re: FrEsH Cheating.
Posted by [Jerad2142](#) on Thu, 01 Nov 2007 00:40:49 GMT
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sadukar09 wrote on Tue, 30 October 2007 13:21The Elite Officer wrote on Tue, 30 October 2007 13:52BartGg wrote on Sat, 27 October 2007 20:52dont complain about the size.. if your not goin to dwnload it.

Don't fucking quote a useless piece of shit.

...

Anyways, lag could account for the high rate of fire.

Subject: Re: FrEsH Cheating.
Posted by [Ghostshaw](#) on Thu, 01 Nov 2007 00:50:57 GMT
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No. The messages are too high and too many. If its lag it means he had complete connection loss for about 6 seconds for the highest message.

-Ghost-
