
Subject: Indication of a cheater?

Posted by [ViPeaX](#) on Thu, 03 Apr 2008 19:05:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

I didn't know what would be the best area to post this so I will just post it here. Basically there were "some strange things" happening in the server, so I started checking the logs and 1 of the things that I noticed was:

[12:15:11]

CREATED;SOLDIER;1500059101;CnC_GDI_MiniGunner_0;-56;-31;0;-179;100;100;1;{DtP}SToNErOmEGa|L

[12:19:36]

DAMAGED;VEHICLE;1500071644;CnC_Nod_Harvester;-9;64;1;-95;1500059101;CnC_Sydney_PowerSuit_ALT2;-8;95;9;178;80.000000;580;540;4251

[12:19:36]

DAMAGED;VEHICLE;1500071644;CnC_Nod_Harvester;-9;64;1;-95;1500059101;CnC_Sydney_PowerSuit_ALT2;-8;95;9;178;80.000000;560;480;4258

[12:19:37]

DAMAGED;VEHICLE;1500071644;CnC_Nod_Harvester;-9;64;1;-95;1500059101;CnC_Sydney_PowerSuit_ALT2;-9;95;9;178;80.000000;540;420;4265

[12:19:37]

DAMAGED;VEHICLE;1500071644;CnC_Nod_Harvester;-9;64;1;-95;1500059101;CnC_Sydney_PowerSuit_ALT2;-9;95;9;178;80.000000;520;360;4272

[12:19:40]

DAMAGED;VEHICLE;1500071644;CnC_Nod_Harvester;-22;59;1;-112;1500059101;CnC_Sydney_PowerSuit_ALT2;-17;93;11;-174;80.000000;505;293;4279

[12:19:40]

DAMAGED;VEHICLE;1500071644;CnC_Nod_Harvester;-22;59;1;-112;1500059101;CnC_Sydney_PowerSuit_ALT2;-17;93;11;-174;80.000000;485;233;4285

[12:19:40]

DAMAGED;VEHICLE;1500071644;CnC_Nod_Harvester;-22;59;1;-112;1500059101;CnC_Sydney_PowerSuit_ALT2;-17;93;11;-174;80.000000;465;173;4292

As far as I can see this basically means:

{DtP}SToNErOmEGa|L (ID 1500059101), shot the nod harvester multiple times in a second, as a sydney prototype, am I right? (aka cheater)

Subject: Re: Indication of a cheater?

Posted by [Goztow](#) on Thu, 03 Apr 2008 19:16:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

Where's the damage in this? Is it the -95 and -112? That would be strange too: different damage... Normal is 80.

Subject: Re: Indication of a cheater?
Posted by [ViPeaX](#) on Thu, 03 Apr 2008 19:17:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'd say the 80.000000 is the damage. Aren't those the co-ordinates of his location (the numbers you are talking about)?

Subject: Re: Indication of a cheater?
Posted by [Goztow](#) on Thu, 03 Apr 2008 19:18:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

Did u check if he had a low ping? Severe lag can also make all damage arrive at once.

Subject: Re: Indication of a cheater?
Posted by [ViPeaX](#) on Thu, 03 Apr 2008 19:24:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

[21:23] <@RxDBoT>	Id	Name	Score	Side	Ping	Kb/s	IP	Time	Character
	Vehicle	Money							
[21:23] <@RxDBoT>	10	{DtP}SToNErOmEGa L	0	GDI	98	97	70.189.X.X	001.27.43	
Minigunner		794							

98 isn't really high in my opinion.

Subject: Re: Indication of a cheater?
Posted by [ViPeaX](#) on Thu, 03 Apr 2008 19:41:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ok, Slave checked something for me and these are indeed the co-ordinates.

[12:19:36]
DAMAGED;VEHICLE;1500071644;CnC_Nod_Harvester;-9;64;1;-95;1500059101;CnC_Sydney_P
owerSuit_ALT2;-8;95;9;178;80.000000;580;540;4251

harvester = Y -9 X 64 Z 1 F -95
stoner = y -8 x 95 Z 9 F 178

Resulting in the following image:

Subject: Re: Indication of a cheater?
Posted by [JPNOD](#) on Fri, 04 Apr 2008 18:04:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

wow that harvy's ass is on fire?

Subject: Re: Indication of a cheater?
Posted by [TD](#) on Sun, 06 Apr 2008 12:48:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

That harvy has a sexy butt on fire

Subject: Re: Indication of a cheater?
Posted by [danpaul88](#) on Sun, 06 Apr 2008 14:13:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

Either way the RoF seems rather high, considering the PIC takes about two seconds to reload, you wouldn't normally expect someone to lag so badly that it takes 6 seconds for shots to register. I would suspect he is using some sort of RoF hack, but the proof is by no means conclusive.

Subject: Re: Indication of a cheater?
Posted by [Mackinsey](#) on Tue, 08 Apr 2008 12:44:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

ViPeaX wrote on Thu, 03 April 2008 13:41Ok, Slave checked something for me and these are indeed the co-ordinates.

[12:19:36]

DAMAGED;VEHICLE;1500071644;CnC_Nod_Harvester;-9;64;1;-95;1500059101;CnC_Sydney_PowerSuit_ALT2;-8;95;9;178;80.000000;580;540;4251

harvester = Y -9 X 64 Z 1 F -95
stoner = y -8 x 95 Z 9 F 178

Resulting in the following image:

I have a other result image (using level edit)

On my image, the harvester is going out of the nod base.