

---

Subject: EKT community dead?

Posted by [Shark](#) on Wed, 06 Jan 2010 06:02:16 GMT

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---

sum years ago i play there and it had many people. now i dont find EKT server and forums are empty with noone. is shut down? can sumone give me info. i am very sad.

tyvm

---

---

Subject: Re: EKT community dead?

Posted by [ChewML](#) on Wed, 06 Jan 2010 06:06:39 GMT

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---

I think I had recently read here that EKT had finally died.

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Subject: Re: EKT community dead?

Posted by [Goztow](#) on Wed, 06 Jan 2010 07:51:29 GMT

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They knew their drama.

---

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Subject: Re: EKT community dead?

Posted by [Kimb](#) on Wed, 06 Jan 2010 07:58:39 GMT

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---

Goztow wrote on Wed, 06 January 2010 01:51They knew their drama.

---

---

Subject: Re: EKT community dead?

Posted by [Killgeak](#) on Wed, 06 Jan 2010 14:43:41 GMT

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---

plenty of active people still, not quite dead however most members are inactive or just go to the site once/twice a week

~ EKT-Killgeak

---

---

Subject: Re: EKT community dead?

Posted by [GEORGE ZIMMER](#) on Wed, 06 Jan 2010 23:16:18 GMT

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I thought they DID die- I don't see the site anymore and such... nor do I see the server.

I only really liked the marathon server though, apparently Goku was anti-pointsfix which kinda made me reconsider things...

---

---

Subject: Re: EKT community dead?

Posted by [cnc95fan](#) on Wed, 06 Jan 2010 23:30:46 GMT

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---

Chets.

---

---

Subject: Re: EKT community dead?

Posted by [cAmpa](#) on Thu, 07 Jan 2010 05:04:17 GMT

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---

ya cheatclan.

---

---

Subject: Re: EKT community dead?

Posted by [YazooGang](#) on Thu, 07 Jan 2010 11:26:21 GMT

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---

cAmpa wrote on Wed, 06 January 2010 23:04ya cheatclan.

---

---

Subject: Re: EKT community dead?

Posted by [Killgeak](#) on Thu, 07 Jan 2010 14:03:17 GMT

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---

and yet there is no proof to confirm those accusations(+ yazoo and campa both use the hud with buildingbars wich i and enough others still consider cheats) the site is still up however the renegade servers are down (i have no idea about the IRC but i think its down too). also we still got some active members so i wouldnt call EKT dead .

---

---

Subject: Re: EKT community dead?

Posted by [Renx](#) on Thu, 07 Jan 2010 15:58:25 GMT

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---

every community is pretty much dead afaik

---

---

Subject: Re: EKT community dead?

Posted by [GEORGE ZIMMER](#) on Thu, 07 Jan 2010 18:04:45 GMT

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---

Renx wrote on Thu, 07 January 2010 09:58 every community is pretty much dead afaik yeah, especially the renegade forums, cw.cc, jelly, exodus...

oh wait lol

---

Subject: Re: EKT community dead?

Posted by [Shark](#) on Thu, 07 Jan 2010 19:13:11 GMT

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---

aw Killgeak thats true. i check EKT forums and they not dead. just inactive

---

Subject: Re: EKT community dead?

Posted by [Renx](#) on Thu, 07 Jan 2010 20:32:13 GMT

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---

Renx wrote on Thu, 07 January 2010 11:58 every community is pretty much dead afaik

There's 6 people browsing these forums right now. 6 people browsing the official forums for the entire game. You might as well write that down as the definition of dead

---

Subject: Re: EKT community dead?

Posted by [YazooGang](#) on Thu, 07 Jan 2010 20:33:14 GMT

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---

I used to play alot of renegade back in the old days. Now its kind of boring. It would be cool if we edit the game so we can play it in xboxes and playstations

---

Subject: Re: EKT community dead?

Posted by [GEORGE ZIMMER](#) on Thu, 07 Jan 2010 20:46:49 GMT

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---

Renx wrote on Thu, 07 January 2010 14:32 Renx wrote on Thu, 07 January 2010 11:58 every community is pretty much dead afaik

There's 6 people browsing these forums right now. 6 people browsing the official forums for the entire game. You might as well write that down as the definition of dead  
Considering that this is nearly an 8 year old game, and that there's still the occasional new poster, a good number of active posters, and etc... I'd say the ren community is pretty well off.

---

Especially since it's much more active than the official forums for various C&C games.

That were released only a couple years ago

---

---

Subject: Re: EKT community dead?

Posted by [Omar007](#) on Thu, 07 Jan 2010 21:27:59 GMT

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---

GEORGE ZIMMER wrote on Thu, 07 January 2010 21:46Renx wrote on Thu, 07 January 2010 14:32Renx wrote on Thu, 07 January 2010 11:58every community is pretty much dead afaik

There's 6 people browsing these forums right now. 6 people browsing the official forums for the entire game. You might as well write that down as the definition of dead  
Considering that this is nearly an 8 year old game, and that there's still the occasional new poster, a good number of active posters, and etc... I'd say the ren community is pretty well off.

Especially since it's much more active than the official forums for various C&C games.

That were released only a couple years ago

For an 8 year old game, renegade is doing perfect imo

And there is still no game like it! (well Renegade-X comes very near xD )

And dont forget the timezones. When im online there're actually always 10 or more online (including me)

EDIT: not to mention the 689 quests

---

---

Subject: Re: EKT community dead?

Posted by [Rocko](#) on Thu, 07 Jan 2010 22:21:34 GMT

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---

RIP ekt may u party in thugz mansion wit notorious big, tupac, eazy e, heaf ledger, and da rest of da homies

---

---

Subject: Re: EKT community dead?

Posted by [Goztow](#) on Thu, 07 Jan 2010 22:25:09 GMT

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---

[http://www.renegadeforums.com/index.php?t=online\\_today&rid=4882](http://www.renegadeforums.com/index.php?t=online_today&rid=4882)

---

---

Subject: Re: EKT community dead?

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Posted by [Rocko](#) on Thu, 07 Jan 2010 22:57:55 GMT

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---

how are there 300 guests lol?

---

Subject: Re: EKT community dead?

Posted by [Goztow](#) on Fri, 08 Jan 2010 07:44:26 GMT

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---

Rocko wrote on Thu, 07 January 2010 23:57how are there 300 guests lol?

Probably google and other searchmachine crawlers.

---

Subject: Re: EKT community dead?

Posted by [songokuk](#) on Fri, 08 Jan 2010 14:39:42 GMT

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---

he only just noticed?

n hai geaky

---

Subject: Re: EKT community dead?

Posted by [cAmpa](#) on Fri, 08 Jan 2010 14:42:41 GMT

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---

Killgeak wrote on Thu, 07 January 2010 15:03and yet there is no proof to confirm those accusations(+ yazoo and campa both use the hud with buildingbars wich i and enough others still consider cheats) the site is still up however the renegade servers are down (i have no idea about the IRC but i think its down too).

also we still got some active members so i wouldnt call EKT dead .

I'm talking about "I R COOL COZ KILL YA WITH SHIFT" people, we caught enough EKT members on our servers and you know that.

---

Subject: Re: EKT community dead?

Posted by [Killgeak](#) on Fri, 08 Jan 2010 14:48:21 GMT

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---

not really, all that i recall are spoofers or just good players which were accused by some ban-happy mods sure there were a few EKT members caught cheating but most of them were caught by the EKT clan itself.

---

---

Subject: Re: EKT community dead?  
Posted by [Goztow](#) on Fri, 08 Jan 2010 14:50:46 GMT  
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---

Scrin was an EKT member. 'nuf said...

---

Subject: Re: EKT community dead?  
Posted by [Killgeak](#) on Fri, 08 Jan 2010 14:56:13 GMT  
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---

Goztow wrote on Fri, 08 January 2010 08:50Scrin was an EKT member. 'nuf said...

didnt he got kicked out of EKT and wasnt he banned from our servers because he didnt want to remove his skins?..o wait he was

hi goku!

---

Subject: Re: EKT community dead?  
Posted by [GEORGE ZIMMER](#) on Fri, 08 Jan 2010 17:22:42 GMT  
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---

I actually do remember a fair number of EKT members getting caught cheating or with general bullshit.

Also, the forums were full of attention whoring, smiley spam happy members...

---

Subject: Re: EKT community dead?  
Posted by [cAmpa](#) on Fri, 08 Jan 2010 22:14:23 GMT  
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---

Killgeak wrote on Fri, 08 January 2010 15:48not really, all that i recall are spoofers or just good players which were accused by some ban-happy mods sure there were a few EKT members caught cheating but most of them were caught by the EKT clan itself.

.. RR doesn't lie and lol at "sure there were a few EKT members caught cheating but most of them were caught by the EKT clan itself".

---

Subject: Re: EKT community dead?  
Posted by [Killgeak](#) on Fri, 08 Jan 2010 23:39:56 GMT  
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---

well its true, i agree the forums were a bit messy from time to time but the clan part of the forums

---

was always nice and clean.

And we had a much better program then RR so yeah, we kinda busted the most before anyone else could do it and yeah i do have to admit we had quite some bad players.. but they were all dealt with properly

---

---

Subject: Re: EKT community dead?

Posted by [Dover](#) on Sat, 09 Jan 2010 09:04:28 GMT

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---

EKT sux.

---

---

Subject: Re: EKT community dead?

Posted by [Goztow](#) on Sat, 09 Jan 2010 09:53:17 GMT

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---

Dover wrote on Sat, 09 January 2010 10:04EKT sux.

Dover, this isn't the first time I find you trying to derail topics with comments without any plus value. Do I need to remind you of the fact you already have been banned for a limited period in the past?

---

---

Subject: Re: EKT community dead?

Posted by [Crimson](#) on Sat, 09 Jan 2010 10:18:10 GMT

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---

Is 700-900 visits (from 400-500 unique visitors) per day dead? 100 posts a day = dead?

Sure, it's not 4chan or SomethingAwful, but it's pretty good.

---

---

Subject: Re: EKT community dead?

Posted by [Goztow](#) on Sat, 09 Jan 2010 10:53:20 GMT

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---

Plus we got me ^^

Just joking

---

---

Subject: Re: EKT community dead?

Posted by [Dover](#) on Sat, 09 Jan 2010 11:35:43 GMT

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---

I thought that was the natural evolution of the thread. There was a question, it's been more or less answered, and now we've devolved to giving our opinions on the subject, right? My post was just a condensed, less eloquent version of what's already being posted.

If the lack of originality and eloquence of the post is what you meant by "without value", then I apologize.

---

---

Subject: Re: EKT community dead?  
Posted by [Goztow](#) on Sat, 09 Jan 2010 12:09:00 GMT  
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---

It could be a valid opinion if argued.

---

---

Subject: Re: EKT community dead?  
Posted by [Reaver11](#) on Sat, 09 Jan 2010 14:12:02 GMT  
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---

I really love that reason from EKT.

'We have our own anti-cheat'

And they never want to share the program nor does any EKT member want to explain what it is.

Do you care to explain what it does?  
Because I myself am very sure it does nothing and is a big bad excuse.

---

---

Subject: Re: EKT community dead?  
Posted by [nope.avi](#) on Sat, 09 Jan 2010 15:22:26 GMT  
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---

Reaver11 wrote on Sat, 09 January 2010 09:12 I really love that reason from EKT.

'We have our own anti-cheat'

And they never want to share the program nor does any EKT member want to explain what it is.

Do you care to explain what it does?  
Because I myself am very sure it does nothing and is a big bad excuse.  
I'm pretty sure it's the "TAKE A SCREENSHOT NOW" anti-cheat method

---

---

Subject: Re: EKT community dead?  
Posted by [Goztow](#) on Sat, 09 Jan 2010 15:59:12 GMT

---



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---

AFAIK it was a direct connect tool that scanned for some file name combinations.

---

---

Subject: Re: EKT community dead?

Posted by [SPIKDUM](#) on Sat, 09 Jan 2010 17:03:49 GMT

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---

lol killgaek, can't find a server to DDoS?

---

---

Subject: Re: EKT community dead?

Posted by [nikki6ixx](#) on Sat, 09 Jan 2010 19:14:14 GMT

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---

Goztow wrote on Sat, 09 January 2010 03:53Dover wrote on Sat, 09 January 2010 10:04EKT  
SUX.

Dover, this isn't the first time I find you trying to derail topics with comments without any plus value. Do I need to remind you of the fact you already have been banned for a limited period in the past?

Yes but in this case, he is correct.

---

---

Subject: Re: EKT community dead?

Posted by [Killgeak](#) on Sat, 09 Jan 2010 19:19:27 GMT

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---

all the EKT project were ment to be for EKT members only but ill ask if i can put some information about it on these forums.

@reaver why should we have to explain our own programs to other people. if everyone has the program it would mean that we had to monitor every player that uses it.. + the chance they would find a bypass would be alot bigger.

@SPIKDUM lol!? your the ban happy mod that banned me from all those irc channels (1 or 2).. arent you Dumbfuck.

---

---

Subject: Re: EKT community dead?

Posted by [cAmpa](#) on Sat, 09 Jan 2010 19:21:51 GMT

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---

Killgeak wrote on Sat, 09 January 2010 20:19all the EKT project were ment to be for EKT members only but ill ask if i can put some information about it on these forums.

---

@reaver why should we have to explain our own programs to other people. if everyone has the program it would mean that we had to monitor every player that uses it.. + the chance they would find a bypass would be alot bigger.

@SPIKDUM lol!? your the ban happy mod that banned me from all those irc channels (1 or 2).. arent you Dumbfuck.

So your "uber anti cheat tool" was made only for ekt members?

---

Subject: Re: EKT community dead?  
Posted by [ErroR](#) on Sat, 09 Jan 2010 19:23:40 GMT  
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Killgeak wrote on Sat, 09 January 2010 21:19all the EKT project were ment to be for EKT members only but ill ask if i can put some information about it on these forums. If you mention something show some facts then

---

Subject: Re: EKT community dead?  
Posted by [Carrierll](#) on Sat, 09 Jan 2010 19:33:38 GMT  
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Witholding an anti cheat is a great way to positively contribute to a community with a raging problem with cheaters...

---

Subject: Re: EKT community dead?  
Posted by [GEORGE ZIMMER](#) on Sat, 09 Jan 2010 19:33:54 GMT  
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bakerrrr wrote on Sat, 09 January 2010 15:22Reaver11 wrote on Sat, 09 January 2010 09:12I really love that reason from EKT.

'We have our own anti-cheat'

And they never want to share the program nor does any EKT member want to explain what it is.

Do you care to explain what it does?  
Because I myself am very sure it does nothing and is a big bad excuse.  
I'm pretty sure it's the "TAKE A SCREENSHOT NOW" anti-cheat method  
Pretty much.

Subject: Re: EKT community dead?

Posted by [Killgeak](#) on Sat, 09 Jan 2010 19:48:56 GMT

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---

GEORGE ZIMMER wrote on Sat, 09 January 2010 13:33bakerrrr wrote on Sat, 09 January 2010 15:22Reaver11 wrote on Sat, 09 January 2010 09:12I really love that reason from EKT.

'We have our own anti-cheat'

And they never want to share the program nor does any EKT member want to explain what it is.

Do you care to explain what it does?

Because I myself am very sure it does nothing and is a big bad excuse.

I'm pretty sure it's the "TAKE A SCREENSHOT NOW" anti-cheat method

Pretty much.

not at all.

@carrier who said that we wanted to contribute to the community, we just wanted that our own clan players could not possibly cheat.

---

---

Subject: Re: EKT community dead?

Posted by [Carrierll](#) on Sat, 09 Jan 2010 20:03:30 GMT

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---

I believe that statement is kinda self-defeating.

---

---

Subject: Re: EKT community dead?

Posted by [Reaver11](#) on Sat, 09 Jan 2010 20:14:10 GMT

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---

Killgeak wrote on Sat, 09 January 2010 13:19

@reaver why should we have to explain our own programs to other people. if everyone has the program it would mean that we had to monitor every player that uses it.. + the chance they would find a bypass would be alot bigger.

If EKT members use it as an excuse that they shouldnt get banned / that they cant be cheating. Well then you might want to explain what it is.

Look I have heard crazy stories in the Renegadeworld but for all I know that program can contain a hack.

---

---

Subject: Re: EKT community dead?

Posted by [GEORGE ZIMMER](#) on Sat, 09 Jan 2010 20:23:39 GMT

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---

Honestly, I only really knew of like, one coder in the EKT group, and that was Sniperhid/Snippers... which, he coded like the entire EKTRPG server. I don't think he did much in terms of anti cheat, but I'll have to check with him.

Aside from that, it's been proven multiple times that there HAVE been EKT members that cheat outside of the EKT server. I'm not naming any names (scrin), but yeah.

Plus the community was one of the most retarded communities this side of /b/...

---

---

Subject: Re: EKT community dead?

Posted by [Killgeak](#) on Sat, 09 Jan 2010 20:26:38 GMT

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---

so the EKT clan forced all his members to use a hack or else they would be kicked out of the clan and banned from the server. the only reason that i am not revealing any information because afaik im not allowed to but since the renegade department of EKT is pretty much closed ill ask goku if i can reveal the info to the public.

and what exactly do you mean with self defeating carrier?

---

---

Subject: Re: EKT community dead?

Posted by [Reaver11](#) on Sat, 09 Jan 2010 21:08:34 GMT

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---

I'm really curious what the EKT explanation is for that program. If not I will sort it out myself.

---

---

Subject: Re: EKT community dead?

Posted by [CarrierII](#) on Sat, 09 Jan 2010 21:10:20 GMT

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---

I mean you can hardly expect positive reviews if you withhold an anticheat program...

---

---

Subject: Re: EKT community dead?

Posted by [GEORGE ZIMMER](#) on Sat, 09 Jan 2010 21:14:27 GMT

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---

CarrierII wrote on Sat, 09 January 2010 15:10I mean you can hardly expect positive reviews if you withhold an anticheat program...

Now I get why Scrin was so welcomed in EKT.

---

---

Subject: Re: EKT community dead?  
Posted by [ErroR](#) on Sat, 09 Jan 2010 22:16:57 GMT  
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---

RxD had a custom anticheat but i won't tell you what it was :sarcasm

---

Subject: Re: EKT community dead?  
Posted by [Killgeak](#) on Sun, 10 Jan 2010 00:35:59 GMT  
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no idea what RxD is doesn't matter anyhow.

@George Zimmer.

Scrin was welcomed in EKT because he was a good and nice player with quite some skills at that time when he used all the skins and other things he was kicked from the clan and banned from the server.

and at the part of snippers he did lots of coding for EKT im not sure if he was involved with this one i do believe so also Goku was a scripter too.

@reaver11.

try it its not like i really care you probably just go to dreg or lebo to bitch about it.

and @ carrier the anticheat was very good but we couldnt monitor too many people whilst we could monitor all the clan members. Also if it was made public at the time im sure some guy would make a bypass for it.

---

Subject: Re: EKT community dead?  
Posted by [grant89uk](#) on Sun, 10 Jan 2010 00:40:48 GMT  
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---

To say you cannot cheat because you use something that NO ONE else has access to, to verify is quite an absurd statement.

---

Subject: Re: EKT community dead?  
Posted by [Killgeak](#) on Sun, 10 Jan 2010 00:41:47 GMT  
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---

Every member of the EKT clan can verify it.

---

Subject: Re: EKT community dead?  
Posted by [grant89uk](#) on Sun, 10 Jan 2010 00:43:43 GMT

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---

Do you not understand how much of a silly statement that is?

---

---

Subject: Re: EKT community dead?

Posted by [ErroR](#) on Sun, 10 Jan 2010 00:43:58 GMT

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---

So you mean you need the uber anti cheat to insure that everyone plays without cheats?

---

---

Subject: Re: EKT community dead?

Posted by [Killgeak](#) on Sun, 10 Jan 2010 00:45:27 GMT

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---

you can ask any EX member too if you wish.

we just want to ensure noone got caught cheating again after all the bullshit that we had like ALL EKT CHETZ LULS CHETCLANZ etc.

---

---

Subject: Re: EKT community dead?

Posted by [grant89uk](#) on Sun, 10 Jan 2010 00:47:55 GMT

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---

The fact that the integrity of almost the entire clan is under question means that you cannot just take their "word" for it that this anticheat is legit.

Thats like at a murder trial a dude's mum stands up and says he didn't do it because he was at home and everyone is supposed to just believe that?

---

---

Subject: Re: EKT community dead?

Posted by [Killgeak](#) on Sun, 10 Jan 2010 00:53:47 GMT

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---

then dont believe me why would i lie about an anti cheat program? for the e-fun? Like i said if im allowed to give all the info out im more then happy then give it to you guys but untill then tough luck

---

---

Subject: Re: EKT community dead?

Posted by [liquidv2](#) on Sun, 10 Jan 2010 05:25:27 GMT

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---

there's a new anticheat that detects cheaters and pm's me their address so i can go to their house and hit them in the head with a brick

it's called RenGuard

EKT isn't dead, it's just resting  
stfu

---

---

Subject: Re: EKT community dead?  
Posted by [Rocko](#) on Sun, 10 Jan 2010 05:30:14 GMT  
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---

EKT went on a journey to India to seek out the cure for downs syndrome

---

---

Subject: Re: EKT community dead?  
Posted by [cAmpa](#) on Sun, 10 Jan 2010 09:46:20 GMT  
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---

Awesome, a clan with their own anticheat program for their members to keep them clean, coded by an EKT.  
It sounds very trustful.

---

---

Subject: Re: EKT community dead?  
Posted by [Ethenal](#) on Sun, 10 Jan 2010 10:04:26 GMT  
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---

SPIKDUM wrote on Sat, 09 January 2010 11:03lol killgaek, can't find a server to DDoS?  
Yeah, exactly what I was going to say. DDoS n00bstories much?

---

---

Subject: Re: EKT community dead?  
Posted by [grant89uk](#) on Sun, 10 Jan 2010 14:51:13 GMT  
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---

cAmpa wrote on Sun, 10 January 2010 09:46Awesome, a clan with their own anticheat program for their members to keep them clean, coded by an EKT.  
It sounds very trustful.

---

---

Subject: Re: EKT community dead?

Posted by [reckneya](#) on Sun, 10 Jan 2010 17:21:51 GMT

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---

The EKT launcher with "built in anti-cheat" was clouded in so much secrecy, it left only to speculate.

I tried a few times to get my hands on it.

The only thing I ever got was a very old and early make, that was nothing much other than a connect tool, nothing more.

Any version up was never given, because asked members/ ex-members "could not give it to me, it was an internal release" etc etc (bull).

Later builds were always passworded downloads, "pm blabla if you want to get it" and passworded zips.

Why all the secrecy?

If that program really did what you imply, then why not share this amazing 100% cheat blocking program, doing everyone that played your favorite game a big favor, and thereby yourself too, because your game was haunted by cheaters!

With this mysterious program, built by EKT, available for only EKT, which supposedly blocks cheats and therefor "makes it impossible for EKT members to cheat", whilst there is still EKT members found cheating, which then refer back to their anti-cheat program, I'd say that program might just as well be something that is not anti-cheat but actually pro-cheat.

But hey, that's just me, right?

I could be wrong, and it is probably a great program available only for EKT, that prevents them from cheating while playing renegade

---

Subject: Re: EKT community dead?

Posted by [Clark Kent](#) on Sun, 10 Jan 2010 17:26:45 GMT

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---

The passworded downloads were prolyy \*cheat name removed\*... lols

Edit: oops don't want people knowing the name of that secret cheat program.

---

Subject: Re: EKT community dead?

Posted by [Killgeak](#) on Sun, 10 Jan 2010 17:51:15 GMT

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@reckneya when an EKT member got caught cheating they didnt have the program on, you cant make it stop cheats when its turned off.

we didnt make the program because we wanted to stop all the cheating in renegade because that would be WAY too much work. however we were capable of stopping all the EKT members too cheat or at least most of the time. the reason for the passwords were obvious it was an EKT program ment for EKT members and not for some random fag.

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Subject: Re: EKT community dead?

Posted by [GEORGE ZIMMER](#) on Sun, 10 Jan 2010 17:57:45 GMT

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GUYS, I JUST MADE A FOOLPROOF WAY TO CATCH CHEATERS

SEE IF THEY HAVE THIS THING ON THAT THEY KNOW WOULD PREVENT THEM FROM CHEATING, THEN THEY CAN'T CHEAT!

OH ALSO IT'S EASY TO TURN OFF LOL, BUT WHY WOULD THEY DO THAT?

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Subject: Re: EKT community dead?

Posted by [Killgeak](#) on Sun, 10 Jan 2010 18:00:37 GMT

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as we can see if its on or off we can just tell them to turn it on. obviously if we suspect people of cheating we just force them duh?

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Subject: Re: EKT community dead?

Posted by [Good-One-Driver](#) on Sun, 10 Jan 2010 18:05:33 GMT

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Ffs EKT is dead just release it to server owners

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Subject: Re: EKT community dead?

Posted by [Carrierll](#) on Sun, 10 Jan 2010 19:04:01 GMT

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How about you at least hand it to the BI guys (If they're not busy) so they can verify its functionality without revealing its workings or releasing it?

That way, we could believe you.

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Subject: Re: EKT community dead?

Posted by [EvilWhiteDragon](#) on Sun, 10 Jan 2010 20:16:42 GMT

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If it's called rencheck I start to lulz.

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Subject: Re: EKT community dead?

Posted by [Killgeak](#) on Sun, 10 Jan 2010 21:19:50 GMT

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Ghostshaw has it afaik and it isnt called Rencheck w.e that is oO  
and @god. it isnt dead, go try and skin something.  
edit: i doubt server owners would have any use in this

---

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Subject: Re: EKT community dead?  
Posted by [Good-One-Driver](#) on Sun, 10 Jan 2010 21:31:00 GMT  
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Why u mean go try and skin something

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Subject: Re: EKT community dead?  
Posted by [Kimb](#) on Sun, 10 Jan 2010 22:32:23 GMT  
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EvilWhiteDragon wrote on Sun, 10 January 2010 14:16If it's called rencheck I start to lulz.  
its called rencheck alright  
--->Rencheck<---

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Subject: Re: EKT community dead?  
Posted by [cAmpa](#) on Mon, 11 Jan 2010 07:10:09 GMT  
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EvilWhiteDragon wrote on Sun, 10 January 2010 21:16If it's called rencheck I start to lulz.

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Subject: Re: EKT community dead?  
Posted by [EvilWhiteDragon](#) on Mon, 11 Jan 2010 09:44:01 GMT  
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Kimb wrote on Sun, 10 January 2010 23:32EvilWhiteDragon wrote on Sun, 10 January 2010  
14:16If it's called rencheck I start to lulz.  
its called rencheck alright  
--->Rencheck<---  
<http://www.renegadeforums.com/index.php?t=msg&goto=339531&rid=0>

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Subject: Re: EKT community dead?  
Posted by [Dover](#) on Tue, 12 Jan 2010 07:06:26 GMT  
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Killgeak wrote on Sat, 09 January 2010 16:53then dont believe me

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k.

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