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Subject: some serious cheating going on  
Posted by [Anonymous](#) on Mon, 20 May 2002 23:56:00 GMT  
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I just saw the worst game I've ever played on Renegade. Cheats totally ruined it. As a Nod Black Hand Laser Chain Gunner I got one shot killed by a hot wire with a pistol. How is a one shot pistol kill possible. Yeah that seemed fair. I continued playing and just after walking through the HON We hear Hand Of Nod Under Attack, HoN Destroyed 1 right after the other. Noone was in the building and all entrances were C4 loaded. Building was totally repaired before and it just instantly goes to destroyed. No c4 in it or on it no ion beacon Deployed. WTF. The I was Standing in the Obilisk which also was undamaged, C4d and healthy. "Obilisk under Attack,Obilisk Destroyed" No way that this was not a cheat. They've really ruined this game. The power plant was online and the obilisk never fired a shot up to that point in the game. This was some real BS Cheating. I don't think this was the beacon cheat either because I never heard anyone drop a beacon friendly or otherwise. Also the super sniper pistol that the hotwire had was crazy. We were the only 2 in the tunnel and I am sure that No sniper was behind me

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Subject: some serious cheating going on  
Posted by [Anonymous](#) on Tue, 21 May 2002 01:12:00 GMT  
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There are two cheats I actively know of but have no idea how to activate or use. One is the infinite C4 cheat and the other is a supergun cheat that kills anything one or 2 shots. Very rare and guarded by the users, unlike the beacon bug.

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Subject: some serious cheating going on  
Posted by [Anonymous](#) on Tue, 21 May 2002 06:31:00 GMT  
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It must be the latter one.

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Subject: some serious cheating going on  
Posted by [Anonymous](#) on Tue, 21 May 2002 08:21:00 GMT  
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I've encountered the same experience with the "one shot you're dead" act from a Hotwire. I was full health, a Blackhand and I received just one shot from the pistol..It was over, to say the least I respawned as a Mendoza, went on a personal quest and took care of business....

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Subject: some serious cheating going on  
Posted by [Anonymous](#) on Tue, 21 May 2002 09:09:00 GMT  
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On laddered games there are no cheats. A pistol can take you out in 2 to 3 shots to the head. But by looking at the person shooting, you can't tell that 3 shots were fired. I play this game a hell of a lot, and I never have seen any unlimited c4'ing. Maybe you got rushed by multiple players, they planted their c4 and took off or were killed by your teammates.

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Subject: some serious cheating going on  
Posted by [Anonymous](#) on Tue, 21 May 2002 09:30:00 GMT  
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I have not found any proof of cheating yet, but I have also encountered some questionable things, like more vehicles than they should have money for early on in the game. About the Hand... which map was this on? On the flying maps you can potentially get inside the Hand without using the two entrances. Also.. you said you just went through it.. did you hear any explosions when the warning occurred? As for the one shot hotwire.. lag combined with direct head shots can cause that illusion quite often from my experience. That and never underestimate where snipers can hide. Their range is practically the entire map. One thing that has puzzled me is being shot while inside a building. I don't mean splash damage. I mean getting shot by the machine gun from a Buggy while I am standing by the MCT and all the building doors are shut. It's happened a couple of times now and puzzles the heck out of me. One other thing I've noticed is that the building under attack warnings don't always work properly when multiple buildings are under attack. When I attack a building, I'll often fire a couple shots at one building, but then instant switch to attacking a different one. Only the warning for the first building is heard until I have the second building down to red health (I was using mobile artillery). By then it was too late and the building was gone in a few seconds. I don't mean to discredit your statements. It's just that I've been accused of cheating before when I don't understand how anything I did was cheating, so it must be an effect caused by lag or something. Either that or I've starting becoming a better player than I thought. I don't think that there are many cheats, but there is definitely bug abuse. [ May 21, 2002: Message edited by: kubi0461 ]

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Subject: some serious cheating going on  
Posted by [Anonymous](#) on Tue, 21 May 2002 09:44:00 GMT  
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Never, ever, ever underestimate the true power of lag. It really sucks.

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Subject: some serious cheating going on  
Posted by [Anonymous](#) on Tue, 21 May 2002 10:02:00 GMT  
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Someone accused me of being a cheater because I was "warping" every where... you can guess that a 3 lettered word was behind this

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Subject: some serious cheating going on  
Posted by [Anonymous](#) on Tue, 21 May 2002 10:29:00 GMT  
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People are definitely manipulating the game.It's not an illussion and it sucks!Just last night I was playing on GDI when I saw another person on GDI, but their name wasn't yellow it was red. They looked like nod only they still had the GDI symbol. Very deceptive! I know this happened and it wasn't caused by lag. I'm sure there is other cheating going on!

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Subject: some serious cheating going on  
Posted by [Anonymous](#) on Tue, 21 May 2002 10:40:00 GMT  
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quote:Originally posted by rogueranger:People are definitely manipulating the game.It's not an illussion and it sucks!Just last night I was playing on GDI when I saw another person on GDI, but their name wasn't yellow it was red. They looked like nod only they still had the GDI symbol. Very deceptive! I know this happened and it wasn't caused by lag. I'm sure there is other cheating going on! I saw that too, were you playing the free beer server?

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Subject: some serious cheating going on  
Posted by [Anonymous](#) on Tue, 21 May 2002 10:59:00 GMT  
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unlimited c4 eh? Can you say lag fest? the reason there is a limit on C4 is to cut down on lag. Lets face it, even with the limit lag is still an issue

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Subject: some serious cheating going on  
Posted by [Anonymous](#) on Tue, 21 May 2002 11:27:00 GMT  
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I don't believe there was no C4 on the MCT in the Hand of Nod. I do that -constantly-. All you do is place remote and timed on the MCT. The second the timed blows, you blow the remote, and thus you hear "HON under..HON destroyed". In one second flat. You just didn't notice the c4. As far as that measily pistol you all speak of, try getting used to it. I've killed endless snipers, blackhands, ravesaws, prototypes, gunners, etc. with that so-thought wimpy pistol. Like he said above, 3-4 shots (which I can place easily, every time) to the head and you're done. So much for cheating.

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Subject: some serious cheating going on  
Posted by [Anonymous](#) on Tue, 21 May 2002 13:08:00 GMT  
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the weapon spawners for the spawn weapons option are these: shotgun, auto rifle, flamethrower,

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and rocket launcher. There are no others, unless it is a custom map. Oh, and there is a bug that nullifies weapon damage, it happens on custom maps from time to time. Were you on a custom map?

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Subject: some serious cheating going on  
Posted by [Anonymous](#) on Tue, 21 May 2002 13:16:00 GMT  
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quote:Originally posted by Nukelt15:the weapon spawners for the spawn weapons option are these: shotgun, auto rifle, flamethrower, and rocket launcher. There are no others, unless it is a custom map. The basic infantry weapon too, or is that the auto rifle? (I don't recall the name of it) Also, the basic sniper rifle spawns as well. I've seen that and it was on a regular ladder game. I wouldn't mind a repair gun spawn, though.

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Subject: some serious cheating going on  
Posted by [Anonymous](#) on Tue, 21 May 2002 13:18:00 GMT  
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Take a screenshot and just report them to Westwood with the SS! I know it won't stop cheaters from happening but it will teach the current lamers not to cheat or \*\*\*\* WW off!

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Subject: some serious cheating going on  
Posted by [Anonymous](#) on Tue, 21 May 2002 14:07:00 GMT  
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C'mon guys, you look too hard. I've played at least 250 games and have never encountered anything badly suspicious activity. I think it's all just bugs, mods, custom maps, spawned weapons, warp and most of all lag. Well, I only play ladder games on WOL, but even if you encounter an invisible enemy, just find something else to shoot...

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Subject: some serious cheating going on  
Posted by [Anonymous](#) on Tue, 21 May 2002 16:02:00 GMT  
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about the hand blowing up instantly-it's not a cheat, only a SMART hotwire. you see when I assault a structure with a Hotwire I WAIT TILL THE TIMED CHARGES DETONATE!!!! then I det. my remotes. The building is gone FLAT in 2 secs. Also it doesn't matter if u mined the door, if I have enough time or no one is shooting at me I simply disarm the Prox mines. I say people that accuse others of hacking without any solid evidence (pics, movies, ETC.) then they are n00bs, morons, or lousy players. also pistols are a formidable weapon in a competent player's hand, 4-5 headshots and lights out.

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Subject: some serious cheating going on  
Posted by [Anonymous](#) on Tue, 21 May 2002 19:53:00 GMT  
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quote:Originally posted by snakeoil:I don't believe there was no C4 on the MCT in the Hand of Nod. I do that -constantly-. All you do is place remote and timed on the MCT. The second the timed blows, you blow the remote, and thus you hear "HON under..HON destroyed". In one second flat. You just didn't notice the c4. As far as that measily pistol you all speak of, try getting used to it. I've killed endless snipers, blackhands, raveslaws, prototypes, gunners, etc. with that so-thought wimpy pistol. Like he said above, 3-4 shots (which I can place easily, every time) to the head and you're done. So much for cheating.maybe someone sould be a SBH and use their pistol to get close to do some headshots...

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Subject: some serious cheating going on  
Posted by [Anonymous](#) on Tue, 21 May 2002 19:55:00 GMT  
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quote:Originally posted by The Argon Array:I have seen some really freaky stuff in renegade...Hotwire and soldier with Volt Rifle(could have been a mod, I did'nt check the game settings with 'L')...But nothing that could be called cheating for sure (not trying to say it could never happen).maybe spawn weapons...wait...volt rifle isnt in the spawning list...

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Subject: some serious cheating going on  
Posted by [Anonymous](#) on Tue, 21 May 2002 19:59:00 GMT  
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quote:Originally posted by Nukelt15:the weapon spawners for the spawn weapons option are these: shotgun, auto rifle, flamethrower, and rocket launcher. There are no others, unless it is a custom map.Oh, and there is a bug that nullifies weapon damage, it happens on custom maps from time to time. Were you on a custom map? you're forgetting the sniper rifle..with a SBH, you can get a sniper rifle and get lots of kills. you just cant use scope because the game counts that as shooting.

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Subject: some serious cheating going on  
Posted by [Anonymous](#) on Tue, 21 May 2002 22:45:00 GMT  
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quote:Originally posted by snakeoil:I don't believe there was no C4 on the MCT in the Hand of Nod. I do that -constantly-. All you do is place remote and timed on the MCT. The second the timed blows, you blow the remote, and thus you hear "HON under..HON destroyed". In one second flat. You just didn't notice the c4. As far as that measily pistol you all speak of, try getting used to it. I've killed endless snipers, blackhands, raveslaws, prototypes, gunners, etc. with that so-thought wimpy pistol. Like he said above, 3-4 shots (which I can place easily, every time) to the head and you're done. So much for cheating.I aslo am so blind that I missed the c4 on the mct in

the obilisk even though all the proxies inside and out of it were intact. Also I must have imagined the fact that the Obilisk never fired a shot. Yeah right, I've never even played before and don't know how to blow up a building or defend one. Also I use my pistol alot and do kill quite well with it but, You do not see a full armor character drop straight to 0 health in one shot very often. Sorry I'm not buying it.

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Subject: some serious cheating going on  
Posted by [Anonymous](#) on Tue, 21 May 2002 23:37:00 GMT  
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Don't you just hate facing off with a Raveshaw who has a Shotgun? Most of these "cheats" are lag-related. Or simple bugs and program maladies that need to be fixed (or simply ignored). The one that comes to mind right away is the "building under attack" warning, which doesn't work 75% of the time.BUT, I believe there is a modification out there for the Stealth BH that makes him as easy to see as the Sun itself. Its very disappointing to see people finding ways to cheat already.

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Subject: some serious cheating going on  
Posted by [Anonymous](#) on Wed, 22 May 2002 00:13:00 GMT  
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the only cheats I've seen so far is a little speed cheater (once) and someone that had that literly no damage for any type of shot.Not sure if it's laddered or not. But one guy stood still shooting at a building, I placed like 200 shots from my auto rifle into his head (he was ignoring me, while standing still). So there's no way it was lag, he turned around and killed me then.But I rarely see any of those cheats at all. I've only seen it happen like 2 twice (armor) and once with the speed. I finally saw the destroying bases with friendly beacons recently as well, which the person was reported and is probably banned (wolf 1 server).

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Subject: some serious cheating going on  
Posted by [Anonymous](#) on Wed, 22 May 2002 00:33:00 GMT  
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quote:Originally posted by rogueranger:People are definitely manipulating the game.It's not an illussion and it sucks!Just last night I was playing on GDI when I saw another person on GDI, but their name wasn't yellow it was red. They looked like nod only they still had the GDI symbol. Very deceptive! I know this happened and it wasn't caused by lag. I'm sure there is other cheating going on! This is something that has happened since the early beta test days, it is not a cheat, just a harmless bug in the game.

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Subject: some serious cheating going on  
Posted by [Anonymous](#) on Wed, 22 May 2002 00:35:00 GMT

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I have seen some really freaky stuff in renegade...Hotwire and soldier with Volt Rifle(could have been a mod, I did'nt check the game settings with 'L')...But nothing that could be called cheating for sure (not trying to say it could never happen).

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Subject: some serious cheating going on  
Posted by [Anonymous](#) on Wed, 22 May 2002 00:42:00 GMT  
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quote:Originally posted by The Argon Array:I have seen some really freaky stuff in renegade...Hotwire and soldier with Volt Rifle(could have been a mod, I did'nt check the game settings with 'L')...But nothing that could be called cheating for sure (not trying to say it could never happen).When weapons spawn is on, you can end up with all kinds of different weapons no matter what character you are playing.

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Subject: some serious cheating going on  
Posted by [Anonymous](#) on Wed, 22 May 2002 00:46:00 GMT  
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quote:Originally posted by dudex0x:This is something that has happened since the early beta test days, it is not a cheat, just a harmless bug in the game.I wouldn't say it's harmless. It makes that person appear to be on the other team and allows them to waltz right into their base when there are no defenses or steal vehicles, because you have to look really close to notice that they don't have a nod symbol.

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Subject: some serious cheating going on  
Posted by [Anonymous](#) on Wed, 22 May 2002 15:49:00 GMT  
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ROFL you don't need a cheat to see an SBH- when they are about 10-20 feet they are as visible as day(well to me because I look for them, and I'm not cheating.) But cheaters are the noob of the n00bs because they have to cheat in order to get some frags, caps, ETC.

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Subject: some serious cheating going on  
Posted by [Anonymous](#) on Thu, 23 May 2002 03:59:00 GMT  
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Lag cheating is a problem...One time i walked from my base in walls to the enemey base. I saw the whole enemy base. And because of the lag i was just pushing a rock in my own base. So i never came in the enemy base but saw everything.Or hey a tank... Hey now its gone... Hey a tank .. hey now its gone again... lol

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Subject: some serious cheating going on  
Posted by [Anonymous](#) on Thu, 23 May 2002 12:19:00 GMT  
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im pretty sure unlimited c4 is a bug, not a cheat

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Subject: some serious cheating going on  
Posted by [Anonymous](#) on Thu, 23 May 2002 21:05:00 GMT  
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Yes there are most definately bugs, bout if you have mods loaded into your data files you are the only person to blame when strange stuff happens as there are some out there who have found a way to hack the game code. Anyone heard of the zero mad where shooting your weapons take your creds to zero. The mods should run inpedantly of renegade. And tehy shouldn't change the original source code.

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Subject: some serious cheating going on  
Posted by [Anonymous](#) on Thu, 23 May 2002 21:07:00 GMT  
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It si possible to get in hand on a flying map withpout going through doors.

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Subject: some serious cheating going on  
Posted by [Anonymous](#) on Thu, 23 May 2002 21:18:00 GMT  
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quote:Originally posted by Tycoon37:Its very disappointing to see people finding ways to cheat already. Rofl are you kidding? If these things even are cheats I'm surprised it took people this long to make them. These "hackers" are getting lazy. Whats really going on here is just people who know how to abuse lag to teleport all around the map, and kill you before you even see them. [ May 23, 2002: Message edited by: StuntCorpse ]

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Subject: some serious cheating going on  
Posted by [Anonymous](#) on Sun, 26 May 2002 07:42:00 GMT  
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quote:Originally posted by StuntCorpse:Rofl are you kidding? If these things even are cheats I'm surprised it took people this long to make them. These "hackers" are getting lazy. Agreed.

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Subject: some serious cheating going on

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Posted by [Anonymous](#) on Sun, 26 May 2002 19:59:00 GMT

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there is a ramjet sniper rifle bug that gives you 10-11 shots in a clip(norm ammo is 4). its happened 3-4 times but im pretty sure it was lag

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Subject: some serious cheating going on

Posted by [Anonymous](#) on Mon, 27 May 2002 03:23:00 GMT

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There is another bug that makes it impossible to diffuse timed C4 on an MCT. You can see the C4, but no matter where you aim the repair gun, you can't target the C4, and can only repair the MCT.. This bug is potentially very lethal as timed C4 do a lot of damage, and you can thus lose your building even though you got to the C4 on time to diffuse it.If your MCT is already down to yellow or red, and you are unable to diffuse the last timed c4 because of this bug, then you better pray you repaired enough for the building to survive the blast.

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Subject: some serious cheating going on

Posted by [Anonymous](#) on Mon, 27 May 2002 07:03:00 GMT

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quote:Originally posted by Mobius 1:there is a ramjet sniper rifle bug that gives you 10-11 shots in a clip(norm ammo is 4). its happened 3-4 times but im pretty sure it was lagActually, I have had a similar thing happen to me more than once: I picked up a weapon from the field. It had only one clip like always. I switch it for something else and run back to base. Before getting a refill, I take the gun back to use and... it has full ammo. Strange, no?

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Subject: some serious cheating going on

Posted by [Anonymous](#) on Mon, 27 May 2002 07:29:00 GMT

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quote:Originally posted by dmc321:Lag cheating is a problem...One time i walked from my base in walls to the enemy base. I saw the whole enemy base. And because of the lag i was just pushing a rock in my own base. So i never came in the enemy base but saw everything.Or hey a tank... Hey now its gone... Hey a tank .. hey now its gone again... lolCould I call it a chrono tank? LoL

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Subject: some serious cheating going on

Posted by [Anonymous](#) on Mon, 27 May 2002 07:51:00 GMT

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Actually, I have had a similar thing happen to me more than once: I picked up a weapon from the

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field. It had only one clip like always. I switch it for something else and run back to base. Before getting a refill, I take the gun back to use and... it has full ammo. Strange, no?/[did you run over a crate? one crate pickup is full ammo. the bug i experienced was about 6 shots before i actually had to reload

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Subject: some serious cheating going on  
Posted by [Anonymous](#) on Mon, 27 May 2002 08:38:00 GMT  
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quote:Originally posted by Mobius 1:did you run over a crate? one crate pickup is full ammo. the bug i experienced was about 6 shots before i actually had to reloadMy bad... Didn't think of that.

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Subject: some serious cheating going on  
Posted by [Anonymous](#) on Wed, 12 Jun 2002 01:31:00 GMT  
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quote:Originally posted by hareman:It si possible to get in hand on a flying map withpout going through doors.All it takes is a few Orcas or a roof entrace by a Chinook (they can hide behind building near Hand quite well)

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Subject: some serious cheating going on  
Posted by [Anonymous](#) on Wed, 12 Jun 2002 14:02:00 GMT  
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Yeah! I am tired of going into a game and seeing Hotwire carrying a nuke beacon, being stealthed, and having a +5 battleaxe of repulsion.Never fails - I tried to play last night with my Quake III character on the Under map, but kept getting taken out by an Engy with a squirt gun.QUIT WHINING!!!!!!

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Subject: some serious cheating going on  
Posted by [Anonymous](#) on Thu, 13 Jun 2002 18:11:00 GMT  
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i think ppl are making some stuff up over here just to show of in a stupid topic!But anyway... none off these things EVER happand to me but i REALY hate that hotwires face! i can't stand it! arch!

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Subject: some serious cheating going on  
Posted by [Anonymous](#) on Thu, 13 Jun 2002 19:36:00 GMT  
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I think I might know how the super gun works..I never checked it out though. There might be someway they are giving themselves a weapon. If this is true then,there is this weapon in Level Edit called the Ultimate Weapon. I never tried activating it or anything...but might it have to do with this?

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Subject: some serious cheating going on  
Posted by [Anonymous](#) on Thu, 13 Jun 2002 19:46:00 GMT  
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The best way to solve this is too play in ladderred matches only.Because non-ladderred matched are full of MODS and cheaters...best to either host your own game, or join a server that you know and trust

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Subject: some serious cheating going on  
Posted by [Anonymous](#) on Fri, 14 Jun 2002 01:26:00 GMT  
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I once had an awfully convenient encounter with a bug, when I first started playing. I was Havoc on Volcano, they had lost both their Hand and Airstrip, and I was sitting in that building up on the ridge...with unlimited ammo. I could fire as much as I pleased, and there were always four rounds in my clip. I ended that game with fifty seven kills.I've been killed from full health (as a PIC Sydney no less) while standing in our barracks amongst four or five teammates, and have had numerous vehicles go from full health to shrapnel with no intermediate steps, but those are easily attributed to lag.The incident that most sticks out in my memory is also on Volcano, at the start of the game. A teammate and I (both flamethrower troopers) walking side by side, encountered an enemy engineer in the tunnels. We both open up and bathe him in flames as well as start jumping around like madmen. We were both dead in about four seconds. Maybe three. This, too, could be lag, but I didn't notice any signs of it at the time. It could also be mad skill, but it doesn't seem likely, especially considering the player who killed us ended up a couple places lower than me at the end of the map.

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Subject: some serious cheating going on  
Posted by [Anonymous](#) on Fri, 14 Jun 2002 02:13:00 GMT  
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Strange things I encountered so far:1 Apache in Mesa (I got banned after killing it and destroyed the airstrip)---> not a mod2 All enemy units appeared as friendly units3 A gunner took out a whole base (each building 2 shots. After he admitted that he used hack program or something like that)I have not being playing Renegade for too long but I thing that mostly there are some bug exploiters very rare in the community

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