
Subject: nothing but shift

Posted by [iRANian](#) on Fri, 12 Aug 2011 04:12:18 GMT

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<http://www.youtube.com/watch?v=4gLR3Kaok-g>

thought this one was funny, it's an older one, starts at 00:15, was the third time it happened on the same spot.

Subject: Re: nothing but shift

Posted by [HaTe](#) on Fri, 12 Aug 2011 04:21:05 GMT

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you just got owned.

Subject: Re: nothing but shift

Posted by [resistor1](#) on Fri, 12 Aug 2011 04:35:15 GMT

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Yo Its Loki, and i'm gonna have to say you just got pooped on, from experience I can tell you he would of had you dead before you hit middle of hall if he was using aimbot. and if he's cheating just go get *cheat name removed*and combat it.

Subject: Re: nothing but shift

Posted by [iRANian](#) on Fri, 12 Aug 2011 04:38:35 GMT

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resistor1 wrote on Thu, 11 August 2011 21:35Yo Its Loki, and i'm gonna have to say you just got pooped on, from experience I can tell you he would of had you dead before you hit middle of hall if he was using aimbot. and if he's cheating just go get *cheat name removed*and combat it.

hahahahaha

hahahaha

hahahaahaha

Subject: Re: nothing but shift

Posted by [HaTe](#) on Fri, 12 Aug 2011 04:39:46 GMT

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Yo loki, i learned that invisi hug trick. pretty cool

Subject: Re: nothing but shift
Posted by [_SSnipe_](#) on Fri, 12 Aug 2011 05:39:28 GMT
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Ya but anyone who cheats should know its too noticeable and stupid to aim the entire time, U have to make mistakes and shit like a normal shot

Subject: Re: nothing but shift
Posted by [iRANian](#) on Fri, 12 Aug 2011 05:42:46 GMT
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(SSnipe) -BLU3Y3Z- wrote on Thu, 11 August 2011 22:39Ya but anyone who cheats should know its too noticeable and stupid to aim the entire time, U have to make mistakes and shit like a normal shot
yeah, which is what he does a little bit. The thing with *cheat name removed*aimbot is that it noticeably make you hit people when on their screen the shots are wide off, like in my video, given that the guy has a weapon like the shooters or Laser Rifle.

Here's another one of a guy using *cheat name removed*aimbot to target my body on me with a Laser Rifle:

<http://www.youtube.com/watch?v=0NryKH96P8Y>

here's one with a gdi shooter:

<http://www.youtube.com/watch?v=wtzdO4Qk7GY>

another funny one was guy with the nick WNxDespicable using triggerbot on me while hugging in volcano tunnels ref side, he would get out for a sec and do one headshot with a pistol, like three times in a row. Then he went pp tunnel and blatantly pistoled me there too the whole time. Sad thing is that i still had 30 kills up on him when it was both teams having free infantry and him blatantly cheating. ./

Subject: Re: nothing but shift
Posted by [Hitman](#) on Fri, 12 Aug 2011 10:12:19 GMT
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nooby cheaters, my sbh is atleast as lethal as that cheating nerb

gG

Subject: Re: nothing but shift
Posted by [Tunaman](#) on Fri, 12 Aug 2011 10:13:29 GMT
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those videos dont actually look suspicious :/ maybe the shooter, but i dunno

Subject: Re: nothing but shift

Posted by [iRANian](#) on Fri, 12 Aug 2011 10:15:35 GMT

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Hitman wrote on Fri, 12 August 2011 03:12nooby cheaters, my sbh is atleast as lethal as that cheating nerb

gG

last time you had a gunner and iwas on, people on my team were complaining they didn't see the rockets your gunner were firing lol

@Tunaman: both of them are using *cheat name removed*aimbot, the first vid the guy is targeting the head, in the second one the guy was targeting the body, you can see it from the damage they're doing and how all the shots are wide off and how they're spraying everywhere. the guy in the second vid was caught an hour later damaging and destroying an arty while he was reloading with an apc.

The blackmagecat one shows the spraying better, he was doing the aimbotting while he was at gdi bar front shooting inside gdi short, it's pretty funny to watch how far the shots are off from that distance. Then he joined Jelly's AOW server and he started doing it with a pistol:

<http://www.youtube.com/watch?v=sDsmLOBPywk&feature=related>

here's an *cheat name removed*aimbot shot from a distance:

<http://www.youtube.com/watch?v=FhXGmcnktBA>

Here's another one in the GDI short tunnel, this shit happens a lot on jelly mara (but not as blatantly), where randoms will suddenly take you down 70-100 hp when they're in a group of a atleast 3 guys at the start of the map :/ :

<http://www.youtube.com/watch?v=RuUOcaebEqk>

i have around 60 of these vids, kinda sad that everyone on renegade cheats these days

Subject: Re: nothing but shift

Posted by [Tunaman](#) on Fri, 12 Aug 2011 12:34:45 GMT

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aimbot doesn't have anything to do with shots hitting you when it looks like they shouldn't. the only thing that would make a big difference is if they were using modified models. because of the way rens system works, most of your videos actually look legit.

im not sure if you're trolling or what, but killing people while it looks like you're reloading is a bug that people have known about forever. when you manually reload your gun, ren doesn't send a reload message to the server, so noone else sees you reload. the other clients then think that the player shooting at them has 50 bullets in their clip for example because they didn't get the reload, while in actuality he has 100. when he's fired 50 bullets, the other clients will make it look as if he's reloading, while he really has 50 more bullets he can spend before he has to reload.

Was someone messing with you and told you that thing about people shooting "wildly" and missing on your screen but still hitting you means they're using RGH? did you just come to that conclusion yourself?

Subject: Re: nothing but shift
Posted by [iRANian](#) on Fri, 12 Aug 2011 12:54:39 GMT
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Are you trolling or do you just have no clue what you're talking about? It's kinda weird that two of those guys got caught after I fraps'd those videos of them blatantly using an aimbot on me. Is your game modified so you can shoot and damage vehicles with an APC through the WHOLE reloading animation (which is why Jelly mods banned that Hotbeetle guy)? That would be kinda weird.

Here's me shooting someone while reloading on my test FDS, is that what happens with your game? That would be quite weird to say the least:

<http://www.youtube.com/watch?v=kioaN1w9Q7g>

All the servers I know of ban people for cheating online btw, dude.

That WNxDespicable got caught using a triggerbot by 1337-Snipes bot. And that crisis guy got caught on Jelly irc after being so blatant.

Subject: Re: nothing but shift
Posted by [EvilWhiteDragon](#) on Fri, 12 Aug 2011 14:03:16 GMT
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iRANian wrote on Fri, 12 August 2011 14:54Are you trolling or do you just have no clue what you're talking about? It's kinda weird that two of those guys got caught after I fraps'd those videos of them blatantly using an aimbot on me. Is your game modified so you can shoot and damage vehicles with an APC through the WHOLE reloading animation (which is why Jelly mods banned that Hotbeetle guy)? That would be kinda weird.

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That WNxDespicable got caught using a triggerbot by 1337-Snipes bot. And that crisis guy got caught on Jelly irc after being so blatant.
Tunaman is right.

Renegade netcode is so gay that you cannot trust the reload animation, not as the shooter, not as the server and not as the victim of the shooter.

For actually hitting it's pretty much the same thing, the server shows the victim were the server thinks the player is shooting. However, to reduce lag and make it possible to actually hit something, the shooter points at something and says "I hit object x, and I hit it in the head/neck/body." because of this, pretty much no information can be gained from video's, except for reaction speed and how well someone is able to do headshots.

Subject: Re: nothing but shift

Posted by [iRANian](#) on Fri, 12 Aug 2011 14:15:02 GMT

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EvilWhiteDragon wrote on Fri, 12 August 2011 07:03iRANian wrote on Fri, 12 August 2011 14:54Are you trolling or do you just have no clue what you're talking about? It's kinda weird that two of those guys got caught after I fraps'd those videos of them blatantly using an aimbot on me. Is your game modified so you can shoot and damage vehicles with an APC through the WHOLE reloading animation (which is why Jelly mods banned that Hotbeetle guy)? That would be kinda weird.

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This doesn't happen to me when a legit SBH shoots me. The *cheat name removed*aimbot

causes the ridiculous spray, I could make a video of me being shot by an SBH on the same server I made a video of this and it would look nothing like this at all. I've been shot by SBH around 100 000 times over a couple of years playing on USA servers and its never like this unless they get caught cheating by mods afterwards (like with all the guys I linked videos of, except for alfhedes). If you want me to show you how it looks like when a legit SBH is shooting me I can record it if you like, but anyone playing on USA servers know it the SBH rifle isn't off this much and I'm not getting randomly head shot 3 times very fast like this when a person isn't even trying to hit me.

i0n said both SBH videos look pretty bad.

Subject: Re: nothing but shift

Posted by [HaTe](#) on Fri, 12 Aug 2011 15:21:17 GMT

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some of the videos are rgh. Others are not proof enough to justifiably say they use rgh. Just sayin..

If you really want, i could go in specifics on which videos

I'll also show you how easy it is to legitimately kill you that fast with a laser rifle when you're an engineer jumping around like that

Subject: Re: nothing but shift

Posted by [EvilWhiteDragon](#) on Fri, 12 Aug 2011 17:45:58 GMT

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iRANian wrote on Fri, 12 August 2011 16:15EvilWhiteDragon wrote on Fri, 12 August 2011 07:03iRANian wrote on Fri, 12 August 2011 14:54Are you trolling or do you just have no clue what you're talking about? It's kinda weird that two of those guys got caught after I fraps'd those videos of them blatantly using an aimbot on me. Is your game modified so you can shoot and damage vehicles with an APC through the WHOLE reloading animation (which is why Jelly mods banned that Hotbeetle guy)? That would be kinda weird.

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i0n said both SBH videos look pretty bad.

The *cheat name removed*aimbot causes the ridiculous spray,

I quit reading there. *cheat name removed*does not change ANYTHING to spray, not for better or worse. The only thing it does is force the center of the screen to face an enemy's head (neckbone technically, but whatever). Large amounts of spray are usually due to lag, just like I stated.

Subject: Re: nothing but shift

Posted by [HaTe](#) on Fri, 12 Aug 2011 18:21:50 GMT

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for the record, the newest *cheat name removed*version allows you to target any specific part of the body you want.

keep going

Subject: Re: nothing but shift

Posted by [iRANian](#) on Fri, 12 Aug 2011 18:41:16 GMT

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Yeah it only does that, but it causes the tracer to misalign, it's especially noticable from a distance like in this video:

<http://www.youtube.com/watch?v=FhXGmcnktBA>

and this one:

<http://www.youtube.com/watch?v=csv1HkYc50U>

and at the start of this one, you see a guy's tracer misaligning when he has *cheat name removed* aimbot targeted on the head from both my view (for a split second) and a friend of mine (the Gunner):

<http://www.youtube.com/watch?v=tzDLYnrC74Q>

Another SBH one:

<http://www.youtube.com/watch?v=33vtEqKqTZY>

Close range snap to head:

<http://www.youtube.com/watch?v=JFvFaNro1JI>

Subject: Re: nothing but shift

Posted by [HaTe](#) on Fri, 12 Aug 2011 18:44:11 GMT

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http://www.youtube.com/watch?v=tZmoFS9Z7zU&feature=player_embedded#at=20

"iran" In my rene career of playing professionally for 7 years (which includes multiple times being ranked #1 on the reneladder, like in July 2010) I've never seen such clear proof of snapping as what you did at 0:18-0:19 and especially at 0:22-0:23 when you need two different movements to turn your sakura, after walking in a straight line a few seconds before that (yet just snapping to that soldier). After you killed the second soldier at 0:18 your character "bugs out" for a split second and aims at the right of the guy you just killed and then it resets back to direction that you had before you snapped at him at 0:18.

The rest of the renemovie shows you shooting people hiding behind pillars and at 0:05 seemingly snapping at someone next to the weapons factory and then quickly snapping to an engi just entering the tunnel.

oh, and i can easily kill you that fast with GDI soldier. The way you move makes it so easy to kill you fast. Not their fault.

The cris one is obviously cheats...you can tell that from the 1st video you put up of him.

Subject: Re: nothing but shift

Posted by [iRANian](#) on Fri, 12 Aug 2011 18:50:55 GMT

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If shaitan agrees to he can fraps me aimbotting him for across the the field on City_Flying with an sbh or gdi shooter on my FDS, if you still don't believe this, or I could ask some mods to reply here

about it.

Subject: Re: nothing but shift

Posted by [HaTe](#) on Fri, 12 Aug 2011 19:14:09 GMT

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what's a mod?

Subject: Re: nothing but shift

Posted by [EvilWhiteDragon](#) on Fri, 12 Aug 2011 19:31:11 GMT

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iRANian wrote on Fri, 12 August 2011 20:50 If shaitan agrees to he can fraps me aimbotting him for across the the field on City_Flying with an sbh or gdi shooter on my FDS, if you still don't believe this, or I could ask some mods to reply here about it.

You think Seye and me didn't test every bit of *cheat name removed* that's there to test? LOL.

No, go back to testing for TT, as that's something you are actually good at. *cheat name removed* doesn't do anything with the game except figuring out where enemies are and pointing the cursor at them. Ok, it gives some information about them as well, but that still comes nowhere near the things you describe, sorry.

Edt: let me see if 0x90 is willing to reply in this topic as well...

Subject: Re: nothing but shift

Posted by [HaTe](#) on Fri, 12 Aug 2011 19:39:15 GMT

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EWD doesn't understand renegade.

Subject: Re: nothing but shift

Posted by [iRANian](#) on Fri, 12 Aug 2011 19:44:31 GMT

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:/

Are those videos I linked magic then?

Subject: Re: nothing but shift

Posted by [Caveman](#) on Fri, 12 Aug 2011 19:46:49 GMT

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I would personally say that in this video:

<http://www.youtube.com/watch?v=csv1HkYc50U>

The snapping at the end does it for me.. But as to the topic, *cheat name removed*doesn't cause spray what you get hit but the tracers aren't actually hitting you is caused by either;

1) Lag

2) Big bodies/head/weapon and since most servers either run BIATCH or RR it makes this impossible.

Subject: Re: nothing but shift

Posted by [EvilWhiteDragon](#) on Fri, 12 Aug 2011 19:58:13 GMT

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HaTe wrote on Fri, 12 August 2011 21:39EWD doesn't understand renegade.
Could be, could be not.

At least I do know the basic principles according which the engine works, and by extension how *cheat name removed*uses certain bits of the renegade engine.

So yes, snapping is caused by RGH, but spraying is not caused by rgh.

And admittedly I can't be arsed to watch any of the movies, so I'm just replying on what IRANian says.

Btw, I do really appreciate the effort you put into your reply, with so much and so detailed arguments....

Edit:

For the heck of it, I did read your post IRANian, the one where I at first stopped reading. How do USA servers differ from EU servers? Appart from you being in the Netherlands and surely getting a shitload of lag (which you may or may not notice) on USA servers which you don't get on EU servers.

All the weird issues you describe as being *cheat name removed*sound like typical lag to me, which is also the reason I play exclusively on EU servers.

Subject: Re: nothing but shift

Posted by [iRANian](#) on Fri, 12 Aug 2011 20:50:06 GMT

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Caveman wrote on Fri, 12 August 2011 12:46I would personally say that in this video:

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Subject: Re: nothing but shift

Posted by [EvilWhiteDragon](#) on Fri, 12 Aug 2011 21:11:17 GMT

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I'm not saying they are not cheating. The things you describe however do no PROVE they are cheating. With the Renegade engine and a ping of 200 you do certainly lag. It's because the engine is in some aspects rather clever, so you don't notice lag as fast as in other games. This as the fun side-effect of making it easy to cheat, as in do damage hacks, bighead, and more of those kinds of things.

However, if you look carefully you'll notice that Renegade always lags, even when run on LAN. With a ping of 200, it only gets worse.

Whether you believe the Renegade engine bits or not, for any other shooter a ping of 200 would be rather bad if not unplayable.

Subject: Re: nothing but shift
Posted by [Caveman](#) on Fri, 12 Aug 2011 21:17:53 GMT
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EvilWhiteDragon wrote on Fri, 12 August 2011 22:11iRANian wrote on Fri, 12 August 2011 22:50Caveman wrote on Fri, 12 August 2011 12:46I would personally say that in this video:

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While I agree with you here about the Renegade engine I would have to disagree about the 200 ping being 'rather bad' my ping on any USA server is 180-220 and I don't get any real noticable lag... I might get the odd sticking to the wall or odd wrap kill but not as bad as you describe.

Iran - Im not saying he isn't cheating however im telling you that *RGH doesn't cause spray bullets to hit you. If you can see spray and you are getting hit then its either BH/BB or just lag on your part or the his.

Subject: Re: nothing but shift
Posted by [HaTe](#) on Fri, 12 Aug 2011 22:32:19 GMT
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200+ ping is normally when it starts getting pretty noticeable. Anything 200 and up means you will have some sliding going on, most definitely.

Subject: Re: nothing but shift

Posted by [EvilWhiteDragon](#) on Fri, 12 Aug 2011 22:52:03 GMT

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Caveman wrote on Fri, 12 August 2011 23:17EvilWhiteDragon wrote on Fri, 12 August 2011 22:11iRANian wrote on Fri, 12 August 2011 22:50Caveman wrote on Fri, 12 August 2011 12:46I would personally say that in this video:

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Iran - Im not saying he isn't cheating however im telling you that *RGH doesn't cause spray bullets to hit you. If you can see spray and you are getting hit then its either BH/BB or just lag on your part or the his.

As said, the Renegade engine is good at hiding lag, which is good because it also hides how inefficient the netcode can be in Renegade. Lower pings however do make you warp a lot less than with higher pings, and make things like turret and tracers a lot more accurate than with a high ping. Try playing on EU servers a bit more and you'll probably start to notice the difference.

Subject: Re: nothing but shift

Posted by [iRANian](#) on Fri, 12 Aug 2011 23:21:18 GMT

They do, in all my videos. It can't be big head on all off them, nor big bodies cause that cris90 got banned after snapping towards a guy inside ref on walls when he was at hand as GDI. And in the ones of Superd00p3r and Renedave you can see them hold the button and shooting, it's really more noticeable in the superd00p3r video.

The cris90 vid shows both me and another player with 200 ping experience the SBHs laser shooting over him to the right but still hitting. The same thing happened with the blackmagecat guy on the same game I recorded that. He respawned in Barracks and started shooting GDI short tunnel while walking towards it, I noticeably saw his spraying, while other regulars saw it too.

If you look at this one:

<http://www.youtube.com/watch?v=JFvFaNro1JI>

You see how he presses the aimbot key and when he starts to headshot me his Laser goes above my head the same way it did with that cris90 guy. If you take a look at the blackmagecat and crisis ones see both of them just spraying on my screen, I'm not sure if this happens with every ping and on every server, but I definitely see and notice when those lasers really don't align and I get quickly head shot or with the Hotbeetle one he keeps hitting my body while his laser is moving right and left.

The Ballam & Renedave ones are long distance and they show what it looks like from long distance. I would honestly not get damage like that from long distance on Jelly Marathon if someone legit was shooting me, his gun also wouldn't spray as much.

And I can't be the only one as my friend (the Gunner in the cris90) video, also had the Laser Rifle align the exactly same way as on my screen.

I've seen quite a few FRAPS videos of aimbotters (to get my opinion on them) from Jelly European regulars and European mods there and they don't look different from mine, other than there being less warp with infantry and they also show this exact same spraying, when I showed those videos to Jelly moderators (a variety of them), there never were questions any "weird ass spraying", that could have been lag.

If that alffthedes guy is legit while shooting like that he's the best shooter I've ever seen, hands down. But when he normally plays on Jelly he buys a lot of Sakuras and hardly plays above average when I am on, he does get accused sometimes.

I made a quick recording of me playing on Jelly Marathon (where pretty much all over those videos were recorded), you can see that there's lots of warping with infantry, but laser rifles and shooter traces aren't going wild like in the videos I've linked, when I get hit it actually feels as if I'm being shot (which most of the time is, aldo tracers do misalign). I get double the KBPS on n00bstories and I don't experience the heavy infantry warping, yet the tracers stay about the same:

<http://www.youtube.com/watch?v=uIRYhn3Pa3U>

Subject: Re: nothing but shift
Posted by [shaitan](#) on Sat, 13 Aug 2011 00:17:08 GMT
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First vid you posted, your ping went apeshit right before that: 238 -> 171 -> 213. Could have accounted for the wild shots and looking like you being raped. I get that alot with my net doing it as well.
Admittedly that was the only video I watched...if you have more lag-free ones of this guy I'll watch. Would be interesting to see if he still pulls that off. o.O
I wasn't able to find anything on this guy..everytime I nicksearched, the ipbot would decimate our bots with excess flood and crash.

Subject: Re: nothing but shift
Posted by [iRANian](#) on Sat, 13 Aug 2011 00:20:00 GMT
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lol that's weird. it was the third time he did it on that exact same spot, its why i had the pistol out like that without shooting and didnt do any jerky motions (as to react to him) when he started shooting and de-stealthing.

Afterwards he got a Sakura on that map and didn't notice anything weird, same with any games since then.

Subject: Re: nothing but shift
Posted by [EvilWhiteDragon](#) on Sat, 13 Aug 2011 00:58:33 GMT
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Serious...
It's just *TECHNICALLY IMPOSSIBLE* that *cheat name removed*causes you to spray. If it is possible, then I bet *cheat name removed*can make your mom pregnant as well. Cheaters be warned....

In short: it might be that they all spray and cheat, but the spraying bit does not imply that they cheat.

Subject: Re: nothing but shift
Posted by [Spyder](#) on Sat, 13 Aug 2011 10:07:55 GMT
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My brother is pro with a chaingun and can down a havoc in less than 3 seconds. And he's using stock Renegade (3.4.4) with no texture enhancements, aimbots or whatever. What are you trying to say here? That everyone who kills you in a matter of seconds is using *cheat name removed*lock-on?

As the others have already stated, the majority of your videos are just lagg how it appears with the crappy netcode.

Subject: Re: nothing but shift
Posted by [HaTe](#) on Sat, 13 Aug 2011 12:41:55 GMT
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chaingun is also the laggiest gun in the game

Subject: Re: nothing but shift
Posted by [iRANian](#) on Sat, 13 Aug 2011 12:49:19 GMT
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Spyder wrote on Sat, 13 August 2011 03:07My brother is pro with a chaingun and can down a havoc in less than 3 seconds. And he's using stock Renegade (3.4.4) with no texture enhancements, aimbots or whatever. What are you trying to say here? That everyone who kills you in a matter of seconds is using *cheat name removed*lock-on?

As the others have already stated, the majority of your videos are just lagg how it appears with the crappy netcode.

Can't read? They were all caught cheating, except for one of them. Do you even play Renegade, because lag doesn't cause those tracers to misalign that much nor cause people to suddenly snap to your head, or body shoot you continuously (with none of the tracers hitting you) and killing you without apparently missing none of the shots.

Not sure what's amazing about downing a Havoc in three seconds with a Chain Gun but okay.

Subject: Re: nothing but shift
Posted by [iRANian](#) on Sat, 13 Aug 2011 14:23:32 GMT
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I'm playing zunnie's coop map C&C_Nimrod on the TT test server and the bots do the exact same spraying as the playerrs in my video, there's an engine call that *cheat name removed*uses for its aimbot that the bots also could be using (or something similar) in the attack code for bots.

Subject: Re: nothing but shift
Posted by [Spyder](#) on Sat, 13 Aug 2011 20:03:34 GMT
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iRANian wrote on Sat, 13 August 2011 14:49

Can't read? They were all caught cheating, except for one of them. Do you even play Renegade, because lag doesn't cause those tracers to misalign that much nor cause people to suddenly snap

to your head, or body shoot you continuously (with none of the tracers hitting you) and killing you without apparently missing none of the shots.

Not sure what's amazing about downing a Havoc in three seconds with a Chain Gun but okay.

Yes I do play Renegade and yes lagg does cause misaligned tracers like that. It happens all the time that you think they missed you by a couple of feet, but apparently they did hit you.

Subject: Re: nothing but shift
Posted by [Aircraftkiller](#) on Sat, 13 Aug 2011 21:34:18 GMT
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I think you mean lag, not "lagg".

Subject: Re: nothing but shift
Posted by [iRANian](#) on Sat, 13 Aug 2011 21:38:38 GMT
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I linked a video of me playing on a USA server a couple of posts above, and the tracers are nowhere near as misaligned. It's also quite weird that they all got banned for cheating, don't you think?

Subject: Re: nothing but shift
Posted by [Spyder](#) on Sat, 13 Aug 2011 21:47:57 GMT
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It's also weird that you're ranting about it on this forum instead of the forums it belongs at, namely the forums of the servers.

@ACK
I meant lag, yes.

Subject: Re: nothing but shift
Posted by [iRANian](#) on Sat, 13 Aug 2011 21:50:13 GMT
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I'm not ranting about anything, I just want some feedback from players who actually know how *cheat name removed* aimbot works, or who play the game. Didn't expect it to turn in such a 'fail' topic.

Subject: Re: nothing but shift

Posted by [EvilWhiteDragon](#) on Sat, 13 Aug 2011 23:22:07 GMT

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iRANian wrote on Sat, 13 August 2011 23:50I'm not ranting about anything, I just want some feedback from players who actually know how *cheat name removed*aimbot works, or who play the game. Didn't expect it to turn in such a 'fail' topic.

You want feedback? Well, you got decent feedback, and decided that the feedback is wrong. No point in saying anything besides that, because we "don't know Renegade / *cheat name removed" . Not sure what you're trying to prove, but your "it's not lag" is plain wrong.

Yes they could very well be cheating, as I haven't watched the vid, but not because of your explanation. *cheat name removed*only uses the engine call to aim for the neck bone, the result is exactly the same as you aiming manually for that neck bone.

Slight difference is that *cheat name removed*won't miss the neck bone / head as easy as you do.

Subject: Re: nothing but shift

Posted by [Tunaman](#) on Sun, 14 Aug 2011 16:36:46 GMT

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yeah, you basically got feedback that you didn't like and decided it was wrong because it disagrees with you :/

lol at calling me a cheater
