Subject: Beacon gliche
Posted by Majiin Vegeta on Sat, 26 Jul 2003 21:15:03 GMT
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ok you guys might just blame this on huge lag or sumthing but..in the past few weeks on our server (the Moonlightshakers)

we have had at least 5+ beacons disarmed buy and unknown person...
we have no idea how they do it either.... they are no where in sight..and nobody on the enemy team is around..yet the beacons gets disarmed...

one of my clan mates had a med tank FULLY over the Beacon..and it got disarmed...

has this happened to anyone else..?

even when i had a 56k and i laged on a 36 player server i could not disarm beacons under tanks... its impossoble

anyway i try get a few of me clan mates to post in here and explain what happenened..

Subject: Beacon gliche
Posted by Interex on Sat, 26 Jul 2003 21:24:45 GMT
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Situation: Number 1
Map: Walls Flying
My Position: Plateau
Nuke Position: Top of Wep Fac

I was watching a sbh plant a nuke on the top of the weapons factory, he had placed the nuke on the grey flat surface at the very top of the weapons factory. I was watching the nuke so I could snipe any engineers that would try to disarm the nuke when I saw a hotwire go up the side steps headed towards the top of the wep fac, when he had reached the second set of steps he stopped and started to shoot his engy beam towards the sky, so I went back to look at the nuke and suddenly saw that the nukes health meter was going down, by the time I reached for the printscreen button the nuke was already disarmed.

There was no possible way for the engineer to disarm the nuke so this has to be some kind of wall hack or nuke hack or something it was just impossible for him to have disarmed it without being near it.

Subject: Beacon gliche
Posted by Xtrm2Matt on Sat, 26 Jul 2003 21:35:48 GMT
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A GHOST H4X0R3D J00!!!!!111111111111

Subject: Beacon gliche
Posted by Vitaminous on Sat, 26 Jul 2003 21:35:58 GMT
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DethintrxSituation: Number 1
Map: Walls Flying
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Nuke Position: Top of Wep Fac

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R374RD

It is possible, you idiotic little monkey.

Now go and throw away words that makes no sense to us, the good players, and have an orgasmic breakfast of bullshit!

Subject: Beacon gliche
Posted by olddust on Sat, 26 Jul 2003 21:54:46 GMT
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Hmm... funny how I have heard about instances just like that. Any of you seen this guy : OII0lII0l aka SNLPAAAAA aka SNIPAAAAA ?   There was a beacon on top of the GDI Refinery on Islands from someone ref hoping and I could not find it and was like where the hell is it, and 3 or 4 seconds later its disarmed and I knew it was on top because I circled the refinery twice and didn't see it. After it was disarmed I pressed 'J' to see what infantry he was because before the nuke was planted he was a deadeye. He was a hotwire and standing right next to me.

Other similiar players that can do that I've also use a speed hack, their nicknames are as follows : Lovekp, kkkkppppp, oldmmm, markckn, and mjjid. Pretty similiar IP's so I assume same player, the first 3 numbers in the IP were always the same and the rest were changed very slightly.

Subject: Beacon gliche
Posted by Homey on Sat, 26 Jul 2003 22:00:06 GMT
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City flying, gdi agt dead, i nuke inside pp and no one is inside and it gets disarmed. oil01 w/e his name is was in there.

Subject: Beacon gliche
Posted by sloppyjo on Sun, 27 Jul 2003 01:15:44 GMT
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)= Just like the aimbot for ren,I belive you but yet need a ss.I leave 4 keys tommorow yayYAyYAy

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Subject: Beacon gliche
Posted by Infinint on Sun, 27 Jul 2003 08:44:06 GMT
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i posted in an old post about aim bots and i noticed that some people where getting shoot even inside a buildign with no one around any windows and doors open. this might be an aim bot that alows the player to shoot anything on the feild any where at any time, so thay could be half across the map c4ing your base and disarm your beacon. this could be the age of Smart n00bs!!

Subject: Beacon gliche
Posted by kawolsky on Sun, 27 Jul 2003 09:44:38 GMT
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there is no way that a n00b could be smart,i think your going crazy,when ever this thought enters your head just remember the old n00bs that shoot at beacons with the 1337 rifle to try and "kill" it.

Subject: Beacon gliche
Posted by Infinint on Sun, 27 Jul 2003 09:56:45 GMT
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yes i think i am going crazy hmm smart n00bs ha ha ha lol lmao rolf he he he lol ha ha

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Subject: Beacon gliche
Posted by Majiin Vegeta on Sun, 27 Jul 2003 10:34:47 GMT
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olddustHmm... funny how I have heard about instances just like that. Any of you seen this guy : OII0llI0l aka SNLPAAAAA aka SNIPAAAAA ? There was a beacon on top of the GDI Refinery on Islands from someone ref hoping and I could not find it and was like where the hell is it, and 3 or 4 seconds later its disarmed and I knew it was on top because I circled the refinery twice and didn't see it. After it was disarmed I pressed 'J' to see what infantry he was because before the nuke was planted he was a deadeye. He was a hotwire and standing right next to me.

Other similiar players that can do that I've also use a speed hack, their nicknames are as follows : Lovekp, kkkkppppp, oldmmm, markckn, and mjjid. Pretty similiar IP's so I assume same player, the first 3 numbers in the IP were always the same and the rest were changed very slightly. SNIPAAAAA uses a clickbot i saw him in snipeONLY
heres few posts on him

glueyesI got in a game before server name was *_HS_* snipe server kids names were BOTH SNIPAAAAA i dont know how thats possible but map was field i get in game my t8s record was 0 and 30 i say to my self this kid sucks well 2 minutes later i was 1 and 25 lol with all my deaths were to head shots i didnt even get a chance to walk out the building with out cathing a head shot from tunnel and all the times i played with some good snipers i have never got 25 deaths in 2 minutes so the point of my story to warn u guys to never play this clan if u guys ever come across them :dancin

and my one

DethMadx9i reckon he has a click bot

this guy comes into the server and gets 16 kills HS everytime
  before he got killed he did not miss

then one guy joins and got killed INSTANTLY as he ran outa the barrcks i watch it happen then he said in all chat " thats a cheat for sure" SNIPAAAA replys "?"
then SNIPAAAA kept missing people!! he hardly killed fter that for the rest of the game

keep your eyes on him

[/quote]

Subject: Beacon gliche
Posted by Scythar on Sun, 27 Jul 2003 13:39:27 GMT
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About the beacon disarming...issue... it is possible. It has happened to me once too, I planted a beacon at GDI barracks on Islands. No one noticed me, so I cloaked and walked near the water, facing towards the beacon. Then it suddenly got disarmed, there was no one nearby... Afterwards

a guy ran out of the barracks with a hotwire though.

I've also seen SNIPAAAAA, and I'm sure he uses MORE than just a clickbot. He gets headshot with every bullet he shoots, no matter what character or vehicle he uses. He also shoots all the time, I doubt he has to aim....

Just my opinion.

Subject: Beacon gliche
Posted by Homey on Sun, 27 Jul 2003 15:42:15 GMT
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Just because you get killed in a building doesnt mean aimbot or w/e. Lag kills happen.

Subject: Beacon gliche
Posted by laeubi on Mon, 28 Jul 2003 12:13:59 GMT
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It only takes 8 Seconds to disarm a nuke with a hotw...so if you ahd a leag and se the Hotw, say 3 Seconds later as in 'realtime' needs 2 Seconds to aim, mabey hotwire moves and it takes you 3 Seconds to aim, and the Hotw is disarming (because of High range repairgun) 2 Seconds while moving to the becon....that are alreday 8 Seconds, jsut 8 Seconds that are needed to detroy your plan, do nuke wepfac. (btw, I'am on 56 k so it happens often to me)