
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 definately bug abuse. [May 21, 2002: Message edited by: kubi0461]
