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Subject: Re: The 5 Phases of RenGuard users  
Posted by [light](#) on Sat, 31 Dec 2005 21:36:57 GMT  
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Renx wrote on Sun, 01 January 2006 08:24light wrote on Sat, 31 December 2005 03:55Renx wrote on Sat, 31 December 2005 19:28Tests won't even detect half of the current cheats out there. Explain to me how you test for a damage mod that only uses the alternate fire,

Scoped SS.

That's great and all, but what about the other 20 or so weapons in the game? It could only be the pistol's secondary fire that does massive damage. Very little damage mods would probably use the sniper rifle or ramjet because of your little test.

Well for that we just have to rely on the moderators.

Renx wrote on Sat, 31 December 2005 19:28Lets say their was a damage mod ingame. There are also 24 RG users, and 8 non-RG users. There's nothing that says for sure that the cheater cannot be one of the RG users, but it is 99% likely that the cheater will be one of those non-RG users. This is the point of RG. Would you rather see 32 potential cheaters, or 8 potential cheaters? It allows the mods to do their job and get to the game as quickly and easily as possible.

Why not just find the name of the person? People will usually shout out xxxxxxxx is cheating, so you focus on them.

Renx wrote on Sat, 31 December 2005 19:28Even if you did fail to find the cheater in the group of non-RG users, there's nothing stopping you from then moving on and checking the RG users. This method is still far efficient then your "suspect all, check all" method.

What makes you think i'd test every player in the server? I test the one accused if the accusation was valid.

Renx wrote on Sat, 31 December 2005 19:28Let's even throw your position into the barrel. You are one of the 8 non-RG players. You know you're not cheating. If you were using RG that would mean there'd be 25 RG users, and then only 7 non-rg players. No other statistics change, it is still 99% likely that one of these players is the cheater. The mods now only have 7 players to check, making their job easier. If the cheater isn't found there, then lucky you, you still get your test anyway!

They have 1 player to check. Player goes lrg light and there is your suspected cheat.

Renx wrote on Sat, 31 December 2005 19:28The bottom line is you are knowingly, and effective making the job of the mods/admins harder in every server you play in. You're slapping them in the face when they try to make your game more enjoyable.

I play in servers I mod/admin as much as possible. The others I try to know the hosts/admins.

Failing that, I can play in other servers and show people that non-RG players don't all cheat.

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