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Subject: Re: -United Anti-Cheating Federation-  
Posted by [Tiesto](#) on Fri, 14 Jul 2006 15:42:14 GMT

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Goztow wrote on Fri, 14 July 2006 11:25Leiw wrote on Fri, 14 July 2006 10:38Yeah, we're making a known-cheater list too, we already got around 70 nicks and 110 ips, still working on it, I'll tell you when it's finished, perhaps that's the only way we can do something.  
I got more cheaters banned off my server, though.

Maiden, how do you know if someone was/is cheating or not? At the moment no tests are valid anymore, there are enough cheats that you simply cannot spot on screenshots or during a test. Even if you would ban someone, they could join back in your league as easy as they could join back in a public server.

So how is keeping cheats out of your league so different compared to keeping cheats out of a public server? You don't even have a more or less impartial person in the game during the clan wars as one team will say they cheat and the other says they don't.

Just to show i find "Result: no cheating at all in clan games" a bit weird. Maybe "no catching cheaters in clan wars" would be a more appropriate statement (meaning at least they need to be careful about which cheat they use).

I think this is where common sense comes into mind, you do have to allow for lag etc, and for the fact that players with nicks not known to you might actually be better than you.

Its all about skill, and some people just can't take the fact there are better players out there than them. I know for a fact that no one will play GW without RG, even with that everyone thinks we cheat. IT gets to a point where we get tired of defending ourselves against clans( I know that just about all GSA clans think we cheat, i suspect that WOL clans such as Koss2, TRPM, EoE, SoQ etc think we cheat.)

The key to our clan is a strong leader and very good teamwork, which most clans don't seem to have, just run around like headless chickens.

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