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Subject: Re: HOW TO Conduct a cheat-test : Advice for moderators

Posted by [Sniper\\_De7](#) on Wed, 10 Jan 2007 00:08:27 GMT

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darksnipa wrote on Tue, 09 January 2007 16:46 Look at the K/D Percentage. If someone has let's say 70 kills 2 deaths, the person is probably cheating.

Another thing:

Let the person shoot you in the leg with a pistol. If it's 1 shot kill in the leg, ban him. Also let him right click fire you with pistol, it might be that you are healed again. Instant heal hacks in that case.

Let someone fire at a wall with autorifle or sniper, when someone is behind that wall. If he kills the person, he's using wallhacks.

Let someone fire at a turret or empty tank with a mobile rocket launcher system. If the health drains dramatically, he is also hacking. MRLS have infinite ammo and almost no reload time then.

Let the person left click an unbound tank with the pistol and let him right click it. I prefer to test on harvester. If vehicle gets instant kill...he cheats.

Let the person equip a timed c4 and let him use it on harvester from a decent range. If the harvester is killed instantly, the player cheats...This is part of the ImmortalKillHeavy cheat, I know the effects cause I tested the cheat.

Also let the player fire at the Nod Cargo Plane when delivering a new vehicle. If your vehicle get's stuck in the air or falls out of the map, the player is cheating again.

Hope this helps a bit, cause I have tested multiple cheats a while ago. I know almost every cheateffect.

You can see the movie I made, where I show off the ImmortalKillHeavy cheat here, i'm also testing a Renguard bypass, and you can't believe it, but only 3 of 28 players typed !rg tcusniper to see if I was cheating. No-one knew I was cheating and they didn't even notice in-game.

Youtube Cheating Video:

<http://www.youtube.com/watch?v=dpL01E9qiPo>

are you by any chance a dumbass?

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