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Subject: IMPORTANT: Information on cheaters spotted in Renegade

Posted by [Crimson](#) on Wed, 06 Aug 2003 22:19:49 GMT

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Hi guys,

I warned you that I was going to address you all about all the cheating threads. I guess there's little hope now in trying to convince you that there are still no cheats in Renegade. Sadly, there are now some pretty lethal cheats. What I'm going to do now is explain the two known cheats that you're going to start seeing (if you haven't already) in the servers.

First, to those who cheat: You really and truly are ruining for yourself what could have been an awesome game. When you use either of these cheats, you will have great fun killing people left and right, for like, a day, maybe a week if you're truly pathetic. Then you'll never play again because you will move on to another game. The game without cheats is truly fun, because all skill levels can come together as a team and play. If you're a lousy shot, that's OK, because you don't need aim to sneak into the base and C4 an MCT and blow a building up.

Moving on, there are 2 known cheats in the game right now. Both very lethal. The first is the one you will see the most of. It might be mistaken as aimbot, when it actually almost eliminates the need for one. It's the bighead mod. Please don't automatically assume that if someone pulls off one or two glorious lucky headshots, they are cheating. Someone with this mod will have difficulty hitting you without it being a headshot. If sniping, they will use a Deadeye/Black Hand because they don't need the power of the ramjet rifle.

The second cheat is significantly less widespread. It's a working wallhack. You'll recognize the wallhacker because he'll be looking at walls a lot and is often shooting them. Remember some of us get bored waiting for money and we'll aimlessly shoot walls as well, but if he's getting kills while doing so, you've got yourself a wallhacker.

I will provide NO information as to where to find these cheats, or how they are created.

What can we do to stop the cheaters?

A program is being created, a collaborative effort between mac, Jonathan Wilson, Olaf Van Der Spek, and Greg Underwood (Codewench, formerly of Westwood). This program will run on the server and the client. Players who want to play on cheat-free servers will have to install a small program which checks for known and unknown cheats or else you'll be unceremoniously booted and blacklisted.

Until this application is complete, I have created a private server owner's forum where trusted server owners can collaborate where cheaters are spotted, so that banlists can be created to not really prevent, but at least deter these morons from polluting the games for those of us who have enough fun playing honestly. To gain access to this forum, you must contact me in PM stating the name of your server, WOL or GameSpy, and serious server owners will be allowed in to swap reports and spottings of cheaters.

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