
Subject: will renguard stop this... and is it allowed?
Posted by [renegay3](#) on Fri, 09 Jul 2004 03:12:03 GMT
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I was mucking around on one-player LAN recently, and I found that I could use magnifier to give me weapon independent clear scoping.

A screenshot of it is at <http://www.n00bstories.com/image.view.php?id=1234892282>

I would like to know two things:

1. Is this allowed on the n00bstories servers, or on any other major servers (black-cell, UN, Fastconn, Renstation, etc)
2. If not, will renguard stop it.

Please note that I have never used this, or the OGC icon on my desktop online (it's for CS 1.3).

Subject: will renguard stop this... and is it allowed?
Posted by [npsmith82](#) on Fri, 09 Jul 2004 03:39:43 GMT
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Interesting find, but I don't really see this as a problem - you don't get any more pixels to target with. Although i can understand that it *may* be easier to see a sniper in the distance.

But it's like saying someone at 320x200 resolution has an advantage over someone playing at 1152x768.

Subject: will renguard stop this... and is it allowed?
Posted by [renegay3](#) on Fri, 09 Jul 2004 04:07:02 GMT
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Quote:But it's like saying someone at 320x200 resolution has an advantage over someone playing at 1152x768

They do.

Personally, I run renegade at 512x384. it makes it Much easier to get hits. You should try.

I call it the bigHUD hack

Subject: will renguard stop this... and is it allowed?
Posted by [zunnie](#) on Fri, 09 Jul 2004 05:25:47 GMT

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Yep, my aim is better in 640x480x32 than it is in 1024x768x32 mainly because tanks and people and stuff look bigger on a 17" screen. And the FPS is better also then. Ownage.

But this magnifier thing, i doubt it does actually give you an advantage lol.

[zunnie]

Subject: will renguard stop this... and is it allowed?
Posted by [cheesesoda](#) on Tue, 13 Jul 2004 19:00:52 GMT
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For a second I thought you had a good point, but then I saw your screenshot. Good thinking though.

Subject: will renguard stop this... and is it allowed?
Posted by [Homey](#) on Tue, 13 Jul 2004 21:14:41 GMT
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I'd say it is if its used right. 2 Monitors, 1 monitor with that, the other just normal, :/

Subject: will renguard stop this... and is it allowed?
Posted by [cheesesoda](#) on Tue, 13 Jul 2004 21:26:09 GMT
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No it wouldn't. You'd only be able to see your target in a larger more pixelated form, but you'd still have the same margin for error.

Imagine it this way, you're using binoculars instead of your scope to shoot at a target. You may be able to see your target better, but it's not going to help you shoot it.

Subject: will renguard stop this... and is it allowed?
Posted by [Blazer](#) on Wed, 14 Jul 2004 00:22:45 GMT
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LOL...sad.

Subject: will renguard stop this... and is it allowed?

Posted by [renegay3](#) on Wed, 14 Jul 2004 12:05:04 GMT

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WWhat lower resolutions do is make the dot in the middle of the reticle bigger.

Thus, it makes aiming easier.

QED

Subject: will renguard stop this... and is it allowed?

Posted by [npsmith82](#) on Wed, 14 Jul 2004 14:37:34 GMT

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renegay3WWhat lower resolutions do is make the dot in the middle of the reticle bigger.

Thus, it makes aiming easier.

QEDI can see how lower resolutions may make it easier, but as for this magnify tool, it's pretty much worthless because as j_ball says - "you'd still have the same margin for error".

Subject: will renguard stop this... and is it allowed?

Posted by [Twl\\$Ta](#) on Wed, 14 Jul 2004 19:46:19 GMT

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BlazerLOL...sad.

all you gonna say ..or u gonna say sumtn less pointlesS?

Subject: will renguard stop this... and is it allowed?

Posted by [cheesesoda](#) on Wed, 14 Jul 2004 19:50:53 GMT

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Twl\$TaBlazerLOL...sad.

all you gonna say ..or u gonna say sumtn less pointlesS?

I was going to ask you the same question, or are you going to tell us about the powerful WOOFHAX that can how hack supernaturality?

Subject: will renguard stop this... and is it allowed?

Posted by [npsmith82](#) on Wed, 14 Jul 2004 20:35:48 GMT

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Twl\$TaBlazerLOL...sad.

all you gonna say ..or u gonna say sumtn less pointlesS?

That's pretty much all there is to say on the topic, it's not going to be blocked because it's a ridiculous idea.

Why don't we all just strap a pair of binoculars to our heads, or a real magnifying glass, so we can see the pixels closer... :rolleyes:

Subject: will renguard stop this... and is it allowed?

Posted by [flyingfox](#) on Wed, 14 Jul 2004 21:43:35 GMT

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Or just PM the enemy telling them you think they're sexy, where they'll stop to tell you how sweet you are, and you bullet them in the head?

Subject: will renguard stop this... and is it allowed?

Posted by [cheesesoda](#) on Wed, 14 Jul 2004 22:03:19 GMT

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npsmith82Twl\$TaBlazerLOL...sad.

all you gonna say ..or u gonna say sumtn less pointlesS?

That's pretty much all there is to say on the topic, it's not going to be blocked because it's a ridiculous idea.

Why don't we all just strap a pair of binoculars to our heads, or a real magnifying glass, so we can see the pixels closer... :rolleyes:

I must know something right if you keep using my words.

Subject: will renguard stop this... and is it allowed?

Posted by [Sibercat](#) on Thu, 15 Jul 2004 03:59:16 GMT

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