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Subject: Damn Counter Strike Source Hacker  
Posted by [csskiller](#) on Sat, 19 Mar 2005 07:16:54 GMT  
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About 15 mins prior to making this topic there was a hacker at Winnipeg C-Strike server and being admin I had to ban him.

But he had one of those auto name changers so I am worried about banning an innocent person.

Does any know how to defeat a name changer?

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Subject: Damn Counter Strike Source Hacker  
Posted by [icedog90](#) on Sat, 19 Mar 2005 07:18:46 GMT  
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Ban Steam ID?

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Subject: Damn Counter Strike Source Hacker  
Posted by [IRON FART](#) on Sat, 19 Mar 2005 07:19:12 GMT  
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You can't do IP range ban?

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Subject: Damn Counter Strike Source Hacker  
Posted by [csskiller](#) on Sat, 19 Mar 2005 07:22:53 GMT  
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Yeah but the bot the server uses is quite hard to ban someone with a name changer with.

First I press: L to access the admin control pannel and press numbers to access the menus / player names.

Very limited IMO

Iron FartYou can't do IP range ban?  
Is this done with Rcon admin mod?

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Subject: Damn Counter Strike Source Hacker  
Posted by [Sir Kane](#) on Sat, 19 Mar 2005 07:43:07 GMT  
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Ban the steam ID.

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Subject: Damn Counter Strike Source Hacker  
Posted by [csskiller](#) on Sat, 19 Mar 2005 07:59:29 GMT  
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I would but I cant on the server the only way I can ban kick etc is by name....

Guess better tell the owner to get a new bot or something :sleepy:

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Subject: Damn Counter Strike Source Hacker  
Posted by [Aircraftkiller](#) on Sat, 19 Mar 2005 08:02:22 GMT  
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99% of cheaters in games are not hackers and never will be. They simply download a cheat off a wesite and ruin a game. How is that being a hacker? Why does ruining a game mean you need to pepper them with the pseudo-insult of "hacker" when most people enjoy being called something that actually has a level of respect associated with it?

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Subject: Damn Counter Strike Source Hacker  
Posted by [DarkDemin](#) on Sat, 19 Mar 2005 08:44:47 GMT  
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Aircraftkiller a.k.a. ACK wesite

Dumbass, use proper spelling in your sentences. The proper spelling is website not wesite.

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Subject: Damn Counter Strike Source Hacker  
Posted by [icedog90](#) on Sat, 19 Mar 2005 09:58:59 GMT  
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Served?

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Subject: Damn Counter Strike Source Hacker  
Posted by [Aircraftkiller](#) on Sat, 19 Mar 2005 11:23:21 GMT  
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Sometimes I make mistakes and don't press a key with enough force to cause it to register. Considering you admitted to using wall cheats on the RE server a few months back... Makes me wonder why a typing error over the word website is of any consequence to you.

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Subject: Damn Counter Strike Source Hacker

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Posted by [Nightma12](#) on Sat, 19 Mar 2005 12:26:57 GMT

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Remember, Its website, not wesite

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Subject: Damn Counter Strike Source Hacker

Posted by [warranto](#) on Sat, 19 Mar 2005 17:37:05 GMT

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Remember, one time keyboarding errors have no bearing over consistant and intentional use of incorrect items.

one time spelling error of "wesite"

or

ALWAYS using "u", "r", et cetera.

Come on people, digging this far down to find ammunition to use against him is pathetic and laughable.

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Subject: Damn Counter Strike Source Hacker

Posted by [prox](#) on Sat, 19 Mar 2005 17:43:42 GMT

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DarkDeminAircraftkiller a.k.a. ACK wesite

Dumbass, use proper spelling in your sentences. The proper spelling is website not wesite.

But you understood what he was trying to say, right? As long as you understand him it doesn't matter.

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Subject: Damn Counter Strike Source Hacker

Posted by [\\_ToXiN\\_](#) on Sat, 19 Mar 2005 18:05:48 GMT

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Aircraftkiller a.k.a. ACK99% of cheaters in games are not hackers and never will be. They simply download a cheat off a wesite and ruin a game. How is that being a hacker? Why does ruining a game mean you need to pepper them with the pseudo-insult of "hacker" when most people enjoy being called something that actually has a level of respect associated with it?

\*sniffs\* I think posting references to the word hacker and its various meanings has FINALLY paid off... <\_<...

Anyway, cheaters in CSS are annoying as hell, glad the chinese servers (I get shitty ping Euro and US) don't have them that much, you know communism...people don't like breakin' the rules as much.

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Subject: Damn Counter Strike Source Hacker  
Posted by [glyde51](#) on Sat, 19 Mar 2005 18:08:49 GMT  
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My version: "INTERROGATE BY KGB! WHERE DID YOU PUT MONEY!"

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Subject: Damn Counter Strike Source Hacker  
Posted by [Homey](#) on Sat, 19 Mar 2005 18:44:01 GMT  
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When you're very judgemental of others they're more likely just to watch for those tiny little mistakes. Either way, blame the keyboard for every mistake

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Subject: Damn Counter Strike Source Hacker  
Posted by [IRON FART](#) on Sat, 19 Mar 2005 18:48:17 GMT  
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csskiller

blah blah

Iron FartYou can't do IP range ban?

Is this done with Rcon admin mod?

Well to be honest, I have no clue. I don't play the game, or host a CSS server, but I thought that an IP (or range) ban would come as standard for all online games.

Maybe there is an equivalent to the Server Owners forum in the CSS community that you can join.

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Subject: Damn Counter Strike Source Hacker  
Posted by [Renx](#) on Sat, 19 Mar 2005 18:53:30 GMT  
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Go to the console and type status. Find the cheater, get steamID, ban.

I thought you could only change names once per round anyway, so it shouldn't be that hard.

I'm assuming you're using the mani admin mod too. If that's the case the admin menu isn't the only way to use its commands. Go into the console and type ma\_help.

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Subject: Damn Counter Strike Source Hacker  
Posted by [msgtpain](#) on Sat, 19 Mar 2005 20:18:11 GMT  
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DarkDeminAircraftkiller a.k.a. ACK wesite

Dumbass, use proper spelling in your sentences. The proper spelling is website not wesite.

Actually, it's Web site, not website or wesite.. Which makes it not an accidental keyboard typo, but a true misuse of the word..

Almost as bad as when Ack would continually refer to things being made by "myself", having no idea how to use a reflexive pronoun properly... but we won't get in to that now.

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Subject: Damn Counter Strike Source Hacker  
Posted by [z310](#) on Sat, 19 Mar 2005 20:35:38 GMT  
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warranto

Come on people, digging this far down to find ammunition to use against him is pathetic and laughable.

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Subject: Damn Counter Strike Source Hacker  
Posted by [msgtpain](#) on Sat, 19 Mar 2005 20:56:21 GMT  
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z310warranto

Come on people, digging this far down to find ammunition to use against him is pathetic and laughable.

Actually, what's "laughable" in my opinion is that some folks (forum moderators included, obviously) will look a blind eye as Ack pulls this exact same sort of topic derailing and flaming in 80% of the threads he posts in; then come jump to his defense when anyone does it back..

Bias? me thinks so..

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Subject: Damn Counter Strike Source Hacker  
Posted by [icedog90](#) on Sat, 19 Mar 2005 21:04:47 GMT  
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Subject: Damn Counter Strike Source Hacker  
Posted by [msgtpain](#) on Sat, 19 Mar 2005 21:18:36 GMT  
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I'm sorry... we're we discussing the "proper" term? or just one of the widely accepted variations of it? Does this argument seem at least a little familiar?

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Subject: Damn Counter Strike Source Hacker  
Posted by [warranto](#) on Sat, 19 Mar 2005 22:23:25 GMT  
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---

simple solution. Ignore the derailment and continue with the topic.

I'm, perhaps the least biased person here. I simply argue in agreement with who's "in the right".

Amazing how in a forum based on the written word, people haven't gotten use to the idea of ignoring someone. It's completely simple. The post is there, but no one is demanding that you comment on it.

Heck, if I was biased in favor of someone, I'd lock topics, delete or modify posts that went against the person I was supposedly biased in favor of.

Come on pain, I'm surprized you'd pull a stunt like this against me.

---

Subject: Damn Counter Strike Source Hacker  
Posted by [msgtpain](#) on Sat, 19 Mar 2005 22:32:22 GMT  
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It isn't the first time.. In fact, I'd have to say that just about every time someone does to Ack what he does to them, you side with Ack...

Show me some posts where you've backed someone else against an Ack-attack and I'll stand corrected.

Except on Web site.. that's always been the proper term.

---

Subject: Damn Counter Strike Source Hacker  
Posted by [Javafx](#) on Sat, 19 Mar 2005 22:51:31 GMT  
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Just because Aircraftkiller can be annoying with his nitpicking doesn't mean he is in the wrong or is wrong, pain.

I'm not sure why you'd pick on Warranto for taking the side of someone who is technically correct

---

(the best kind) over someone who is technically incorrect-- possibly because this person just so happens to be Aircraftkiller.

Oh, and you're right. The proper term IS web site, not any variant thereof.

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Subject: Damn Counter Strike Source Hacker  
Posted by [warranto](#) on Sat, 19 Mar 2005 22:52:45 GMT  
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Kept this topic open: <http://www.renforums.com/viewtopic.php?t=14204>

Stated that aircraftkiller's continual correction of people's grammar, spelling, whatever was annoying. <http://www.renforums.com/viewtopic.php?t=13936&postdays=0&postorder=asc&start=0>

Remember, just because something seems to be in support of someone doesn't mean a biasedness towards them. As I said, I agree on the side of people who are in the right.

In regards to things like this, aircraftkiller IS in the right. The correct way to spell Nod, is Nod and not NOD as it is not an acronym. The correct term IS texture and not skin, though skin is an acceptable SLANG term.

Calling someone on a one-time keyboarding error by attempting to use the same sort of improper spelling argument Aircraftkiller uses on people who do it continuously IS pathetic and laughable.

And just a little "for your information" bit to all here;

Quote:The transition from World Wide Web site to Web site to website seems to have progressed as rapidly as the technology itself. The development of website as a single uncapitalized word mirrors the development of other technological expressions which have tended to evolve into unhyphenated forms as they become more familiar. Thus email has recently been gaining ground over the forms E-mail and e-mail, especially in texts that are more technologically oriented. Similarly, there has been an increasing preference for closed forms like homepage, online, and printout.

This is an instance where both terms have become acceptable as referring to the same thing, both being defined as a noun, with neither one being deemed a slang term. While it is true that Web site is more correct, unlike "texture" and "skin", website is considered to be a proper noun.

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Subject: Damn Counter Strike Source Hacker  
Posted by [Creed3020](#) on Sat, 19 Mar 2005 23:05:57 GMT  
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How is that thread an example of Warranto not being supportive of AircraftKiller?

There is plenty of abuse, disrespect and flaming that continues in the thread.

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Subject: Damn Counter Strike Source Hacker  
Posted by [Dave Mason](#) on Sat, 19 Mar 2005 23:06:49 GMT  
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One phrase that I think comes in very useful here:

"Who gives a fuck?"

---

---

Subject: Damn Counter Strike Source Hacker  
Posted by [warranto](#) on Sat, 19 Mar 2005 23:07:39 GMT  
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which one? The one where I state his actions are annoying, or the one where I let the "insulting" animation continue to be open?

---

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Subject: Damn Counter Strike Source Hacker  
Posted by [Creed3020](#) on Sat, 19 Mar 2005 23:11:38 GMT  
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---

warrantowhich one? The one where I state his actions are annoying, or the one where I let the "insulting" animation continue to be open?

Animation thread.

I did read over both of them. I felt that topic should have been either locked or siloed, but then again I can't tell you how to mod the boards.

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Subject: Damn Counter Strike Source Hacker  
Posted by [warranto](#) on Sat, 19 Mar 2005 23:21:02 GMT  
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in the hot issues area, I tend to let things go unless something extreme occurs that demands it to be otherwise acted upon. So far, no one has complained about the picture being offensive and nothing said has been highly offensive, so I've had no reason to act on it. The same goes for the skin topic.

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Subject: Damn Counter Strike Source Hacker  
Posted by [Creed3020](#) on Sat, 19 Mar 2005 23:23:24 GMT  
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Okay thanks for the answer.

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Subject: Damn Counter Strike Source Hacker  
Posted by [DaveGMM](#) on Sat, 19 Mar 2005 23:42:52 GMT  
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Aircraftkiller a.k.a. ACKSometimes I make mistakes and don't press a key with enough force to cause it to register. Considering you admitted to using wall cheats on the RE server a few months back... Makes me wonder why a typing error over the word website is of any consequence to you.

What a load of bullshit.

Just check my signature and you'll see WHY ACK has about as much right to play the moral highground over cheats as I have over banning people.

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Subject: Damn Counter Strike Source Hacker  
Posted by [z310](#) on Sun, 20 Mar 2005 00:16:24 GMT  
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msgtpainz310warranto

Come on people, digging this far down to find ammunition to use against him is pathetic and laughable.

Actually, what's "laughable" in my opinion is that some folks (forum moderators included, obviously) will look a blind eye as Ack pulls this exact same sort of topic derailing and flaming in 80% of the threads he posts in; then come jump to his defense when anyone does it back..

Bias? me thinks so..

That's who AK is. The other people only do it, you can say, to get even.

---

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Subject: Damn Counter Strike Source Hacker  
Posted by [Aircraftkiller](#) on Sun, 20 Mar 2005 01:04:57 GMT  
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Cheating in Renegade has nothing to do with cheating in CounterStrike. If you haven't cheated in any game before, you're either lying or have incredible will power.

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Subject: Damn Counter Strike Source Hacker  
Posted by [warranto](#) on Sun, 20 Mar 2005 02:03:26 GMT  
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Wow.. I must have incredible willpower.

Beuase I know I'm not lying when I say that I have never cheated.

Besides, cheating period, regardless of the game, has everything to do with it.

---

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Subject: Damn Counter Strike Source Hacker  
Posted by [Aircraftkiller](#) on Sun, 20 Mar 2005 02:10:06 GMT  
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So cheating in a Sega game on the Genesis as a kid means you're going to be prone to cheating forever? Some of us enjoy cheating in games we've already beaten.

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Subject: Damn Counter Strike Source Hacker  
Posted by [msgtpain](#) on Sun, 20 Mar 2005 02:31:07 GMT  
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Javaxcx

I'm not sure why you'd pick on Warranto for taking the side of someone who is technically correct (the best kind) over someone who is technically incorrect-- possibly because this person just so happens to be Aircraftkiller..

I'm not "picking" on warranto, I'm simply pointing out an observation which I've made and one that quite possibly, no one shares; but that doesn't mean I can't point it out, right?

warranto  
simple solution. Ignore the derailment and continue with the topic.

I'm, perhaps the least biased person here. I simply argue in agreement with who's "in the right".

Amazing how in a forum based on the written word, people haven't gotten use to the idea of ignoring someone. It's completely simple. The post is there, but no one is demanding that you comment on it.

See here, I just have to wonder, if this is the solution, why was the person condemned as being "laughable and pathetic"? Why wasn't he simply ignored, and the main topic continued? But this is my point.. in most threads where Ack does this himself, the post is simply ignored. So, we either simply ignore it when others do it also, or risk appearing biased.

Javaxcx

Oh, and you're right. The proper term IS web site, not any variant thereof.

If we're talking "technically correct", than warranto didn't side with the correct person. Hasn't that always been the main consensus here? Sure it may be "accepted".. but that doesn't mean it's "correct".. Just because people have shortened it in to understandable slang, doesn't mean I can't correct them, or is that argument only valid when it supports specific people? More bias?

It's a Web site, running on a Web server, on the World Wide Web....

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Subject: Damn Counter Strike Source Hacker  
Posted by [Javaxcx](#) on Sun, 20 Mar 2005 02:44:49 GMT  
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msgtpainI'm not "picking" on warranto, I'm simply pointing out an observation which I've made and one that quite possibly, no one shares; but that doesn't mean I can't point it out, right?

As long it's only an observation and not something "biased".

Quote:If we're talking "technically correct", than warranto didn't side with the correct person. Hasn't that always been the main consensus here? Sure it may be "accepted".. but that doesn't mean it's "correct".. Just because people have shortened it in to understandable slang, doesn't mean I can't correct them, or is that argument only valid when it supports specific people? More bias?

It's a Web site, running on a Web server, on the World Wide Web....

He should probably rephrase then. Siding with who he believes is correct and in the right, wouldn't you agree?

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Subject: Damn Counter Strike Source Hacker  
Posted by [warranto](#) on Sun, 20 Mar 2005 03:40:47 GMT  
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msgtpainJavaxcx

I'm not sure why you'd pick on Warranto for taking the side of someone who is technically correct (the best kind) over someone who is technically incorrect-- possibly because this person just so happens to be Aircraftkiller..

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warranto

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It's a Web site, running on a Web server, on the World Wide Web....

I concur; I don't believe you're picking on me either (just so this issue is cleared). Hence why I'm attempting to explain why I do what I do, rather than completely ignore it altogether.

Perhaps this "ignoring the post" idea should be explained better. Being able to ignore it doesn't mean it has to be ignored. completely ignorant posts such as the one that I commented on initially is one that I chose not to ignore, simply because of it's stupidity. The same goes for Aircraftkiller's idea that cheating on one game has no implication on being labeled a cheater if the initial accusation was based on a different game, and the subsequent irrelevant post to my comment later (more on that in a bit).

If someone does something that I feel is worthy of a response to correct it (in this type of circumstance, and not posting in general), I'll do it. I've completely stopped posting in regards to the generic Reborn insults, and most subsequent insults against Aircraftkiller simply because the entire thing has become old and predictable.

"Reborn sucks"

"random insult to Aircraftkiller"

rinse, wash and repeat.

The only time I've done it recently (I think) was when people started attacking the idea of texture being the proper word, which I then posted regarding only that.

In relation to who siding with whom, what I corrected was the idea of insulting someone based on a simple keyboarding error of missing the "b", not on whether it was one word or two (though as I pointed out earlier, both are now acceptable and interchangeable, etc.)

And Aircraftkiller: I never once said cheating in one game would lead to cheating in another. What I said was cheating in one game makes you as much of a cheater as cheating in another. Even more so when it occurs on-line. And as such, makes DaveGmm's comment legitimate.

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Subject: Damn Counter Strike Source Hacker  
Posted by [Crimson](#) on Sun, 20 Mar 2005 05:03:05 GMT  
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msgtpainIt's a Web site, running on a Web server, on the World Wide Web....

So wouldn't it technically be called a "World Wide Web site", with "Web site" as an accepted

abbreviation?

Yes, I'm trying to be an ass, and I know you are, too.

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Subject: Damn Counter Strike Source Hacker  
Posted by [csskiller](#) on Sun, 20 Mar 2005 05:26:41 GMT  
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RenxGo to the console and type status. Find the cheater, get steamID, ban.

I thought you could only change names once per round anyway, so it shouldn't be that hard.

I'm assuming you're using the mani admin mod too. If that's the case the admin menu isn't the only way to use its commands. Go into the console and type ma\_help.

Yeah ok I'll try doing that.

Also I can't believe how a topic like this can go to shit so fast..... :rolleyes:

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Subject: Damn Counter Strike Source Hacker  
Posted by [DaveGMM](#) on Sun, 20 Mar 2005 11:35:39 GMT  
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---

Aircraftkiller a.k.a. ACKSo cheating in a Sega game on the Genesis as a kid means you're going to be prone to cheating forever? Some of us enjoy cheating in games we've already beaten.

I don't have an issue with people cheating on Sega games. You can Up-Select-Left-Right-Start-Down all you like on them, because that doesn't interfere with other people's playing. You're simply indicating that you can't beat the game without them.

Going onto Blackcell, whatever people's thinking of them was at the time, and cheating - something you (I believe) were vehemently opposed to - was not only pathetic, but crass.

Cheating in Renegade has everything to do with cheating in Counterstrike, but it's refreshing to see you on the defensive side for a change. You did something you thought was incredibly funny.. I daresay you really think you "assrammed" the BC servers with your little PT antics, but you've proved you're willing to cheat in one online game, and I'm only left to wonder which game'll be next.

So, who's it going to be, Jon? Who are you going to ruin the gaming experience for now?

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Subject: Damn Counter Strike Source Hacker  
Posted by [Walrus](#) on Sun, 20 Mar 2005 13:48:52 GMT

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I have thought about cheating, I would be lying if I said otherwise. There is just something about getting killed every five seconds that wears you down after a while.

I never did though. Even at the end when I stopped playing, and decided it was time to play off line and try to fix this dammed shoulder.

I never once considered cheating for fun, for me it was the thought of being able to compete again with every one else.

Different strokes for different folks I suppose.

Not that I need to even think about this anymore. that was about 8 months ago, I think, because i'm feeling much better now.

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**Subject: Damn Counter Strike Source Hacker**

Posted by [Jaspah](#) on Sun, 20 Mar 2005 16:28:25 GMT

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Aircraftkiller a.k.a. ACKSometimes I make mistakes and don't press a key with enough force to cause it to register. Considering you admitted to using wall cheats on the RE server a few months back... Makes me wonder why a typing error over the word website is of any consequence to you.

I seem to recall you exploiting a lot in some maps, too. So, I seriously wouldn't talk about him cheating, because exploiting is just as bad.

It's a shame you can't kill people without first exploiting. I can kill people fine without using glitches that Valve accidently left. Others can too. :rolleyes:

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**Subject: Damn Counter Strike Source Hacker**

Posted by [DaveGMM](#) on Mon, 21 Mar 2005 00:16:53 GMT

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Oh ho?

This just, if anything, backs up Warranto's point that cheating in one game leads to cheating in another.

So much for the moral highground, because it's lookin like the defeated trenches.

---

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**Subject: Damn Counter Strike Source Hacker**

Posted by [Aircraftkiller](#) on Mon, 21 Mar 2005 00:34:50 GMT

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J4 you're a retard. You call everything an exploit just the way Nodbugger calls everyone a cheater

---

when he dies.

Getting up in a tree when it's obviously intended is not an exploit. Hiding in creative places is not exploiting unless you leave the boundaries of normal play.

If Valve wanted to fix the problems, they would have done it already like how they fixed Train to keep you from getting into a few areas that made you highly vulnerable to being shot.

So don't give me this "Valve mistake" bullshit because they patch the game whenever they want to fix a level exploit, just like they did with Train.

Your own incompetence in playing the game does not mean everyone is exploiting when they kill you. And considering I can actually get the most kills during many rounds while using only a Five-SeveN or a P228 should be evidence enough that I don't need to hide to win, but that hiding is a tactical strategy that's much more effective than running out into the open to get killed.

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Subject: Damn Counter Strike Source Hacker  
Posted by [DaveGMM](#) on Mon, 21 Mar 2005 00:43:37 GMT  
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Oh, so people patch things when they don't want people to go there?

Forgive me, I'll just go drive my light tank over the barrier in Mesa and kill the refinery.

After all, according to a "Developer", well, of Renegade anyway (That's you, Jon), things that don't get patched are obviously inten...

Oh wait! I forgot.

---

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Subject: Damn Counter Strike Source Hacker  
Posted by [Aircraftkiller](#) on Mon, 21 Mar 2005 00:49:02 GMT  
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Renegade is a completely different story and you know it, dumbass. You know for a fact that none of the exploits and glitches in Renegade were fixed except for the most debilitating ones, such as sending messages like %n to a server so it would crash constantly.

They had no one to fix the levels, but Valve does, so they get patched.

Apples and oranges, davegmm. Learn the differences.

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Subject: Damn Counter Strike Source Hacker  
Posted by [DaveGMM](#) on Mon, 21 Mar 2005 01:29:10 GMT

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Fine, so I was trying to edge ahead there, it's not like you never do that.

Getting back on topic, you're a cheater. You said that cheating in Renegade isn't like cheating on CSS. Why? Because you're not affecting other people's gameplay?

Strike that.

Because you're not being an ass?

Strike that.

You and I both know you don't suck at games. I've got the shots to my head to prove it. Why did you feel it necessary to "assram" the BC servers, and why, although I hesitate to use this as I really don't know the circumstances, are you needing to use alledged exploits to get kills?

Hmm. Passive voice is definately the watch-phrase with me of late.

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Subject: Damn Counter Strike Source Hacker  
Posted by [warranto](#) on Mon, 21 Mar 2005 01:41:35 GMT

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DaveGMMThis just, if anything, backs up Warranto's point that cheating in one game leads to cheating in another.

Err.. I never implied cheating in one game leads to cheating in another....

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Subject: Damn Counter Strike Source Hacker  
Posted by [DaveGMM](#) on Mon, 21 Mar 2005 01:51:38 GMT

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Bugger it, maybe I got the name wrong then, or I'm simply picking a random comment out of thin air.

Apologies.

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Subject: Damn Counter Strike Source Hacker  
Posted by [warranto](#) on Mon, 21 Mar 2005 02:36:40 GMT

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Heh, you weren't far off though. I simply said that cheating in one is as bad as cheating in another. Don't fret though, you weren't the only one to get it wrong .

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Subject: Damn Counter Strike Source Hacker  
Posted by [Aircraftkiller](#) on Mon, 21 Mar 2005 03:56:40 GMT  
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Cheating in one game is not as bad as cheating in another. If you use cheats in a game like Medal of Honor on the Playstation and unlock the cheats in the game, is that just as bad as cheating in Renegade or in CounterStrike... Or any game for that matter? Of course not, each game is different, whether or not you cheated in one has no bearing on what your future actions will be.

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Subject: Damn Counter Strike Source Hacker  
Posted by [Renx](#) on Mon, 21 Mar 2005 14:40:07 GMT  
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I don't think some of those places were put there with the thought people getting ontop of them in mind. But they don't affect the gameplay in any serious way, so they aren't patched. If someone gave you a boost in real life, you'd be able to get ontop of those boxes too. It'd say you could probably get into a tree in real life to if you jumped from a ledge horizontal with the branch.

It's the same principle we went by in the n00bsvrs dave, remember, buddy jumping was allowed for jumping over walls because if it happened in real life you'd be able to boost someone over that wall. But your car would probably get stuck if you drive it up a ramp only one wheel would fit on

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Subject: Damn Counter Strike Source Hacker  
Posted by [Homey](#) on Mon, 21 Mar 2005 14:56:24 GMT  
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It's different when you affect other peoples gameplay, whether its one person or many.

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Subject: Damn Counter Strike Source Hacker  
Posted by [Jaspah](#) on Mon, 21 Mar 2005 14:56:56 GMT  
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ACK, you're a dumbass.

I remember you going in Aztec and killing me while you were in a area where no faces have been created by Valve. Isn't that a little odd? I mean if you were supposed to be up there... Valve obviously would of add the textures and faces to the area. :rolleyes:

I bet you that if you ask anyone who has played with me, I do not scream "CHEATER!!" every time I get shot.

I've never had so much problems with exploiters. However, you ACK, take the cake. You exploit in Aztec, Office, Prodigy (sp?), and every other map that has a tiny glitch. Valve hasn't patched it, because people are decent enough to not use those glitches... and getting in those areas isn't

very common in a match outside of your beloved RenEvo Dedicated US [1] server.

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Subject: Damn Counter Strike Source Hacker  
Posted by [Renx](#) on Mon, 21 Mar 2005 15:14:29 GMT  
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People use the glitches on every server that allows it. RenEvo happens to be a server that allows it, and I agree with that decision. It makes the games interesting. It's no fun playing round after round where you know everything that is going to happen. I like being surprised, and I like surprising other people.

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Subject: Damn Counter Strike Source Hacker  
Posted by [DaveGMM](#) on Mon, 21 Mar 2005 16:20:32 GMT  
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HomeyIt's different when you affect other peoples gameplay, whether its one person or many.

My point in a nutshell. You go ahead, Jon, and enter all those cheats into your favourite skating game, put low gravity on, I don't care. You're not affecting my gameplay.

You put in something that allows you to blow up the PTs in a server where "innocent" people play - people who probably had never heard of the little feude you and BC had, and that I have a problem with - is this a new concept for you?

That cheating is bad?

It does undermine your position whenever you take a stance against cheating, even you have to see the light of that.

Go ad populum, yay.

And, j4S[p], Jon is any may be many things, but dumb?  
That ain't one of them.

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Subject: Damn Counter Strike Source Hacker  
Posted by [warranto](#) on Mon, 21 Mar 2005 19:04:02 GMT  
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Aircraftkiller a.k.a. ACKCheating in one game is not as bad as cheating in another. If you use cheats in a game like Medal of Honor on the Playstation and unlock the cheats in the game, is that just as bad as cheating in Renegade or in CounterStrike... Or any game for that matter? Of course not, each game is different, whether or not you cheated in one has no bearing on what your future actions will be.

Either way, you are still assume the title of "cheater". To bring up a secondary point, cheating online is a different argumentative area than cheating single player, so that within itself is "apples and oranges".

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Subject: Damn Counter Strike Source Hacker  
Posted by [flyingfox](#) on Mon, 21 Mar 2005 19:21:20 GMT  
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DaveGMMYou put in something that allows you to blow up the PTs in a server where "innocent" people play - people who probably had never heard of the little feude you and BC had, and that I have a problem with

Some tend to do stupid things to to get back at people they don't like, even reasonable people. I remember reading a while ago that if you lose your cool with someone, like a scumbag or ned, you bring yourself down to their level and stop being smart enough to ignore them and let it slip.

Though, you speak about it like cheating is the end of the world.... I mean, if I was one of those innocent players, I wouldn't be losing sleep at night because somebody turned on a cheat, blew my face off a few times or shot down my apache.

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Subject: Damn Counter Strike Source Hacker  
Posted by [Homey](#) on Mon, 21 Mar 2005 20:34:33 GMT  
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Would it piss you off when you're playing? I know it would piss me off, half an hour later I wouldn't remember it but still. I play games for entertainment and enjoyment, not to be annoyed by something so dumb.

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Subject: Damn Counter Strike Source Hacker  
Posted by [Aircraftkiller](#) on Mon, 21 Mar 2005 20:59:25 GMT  
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j4S[p]ACK, you're a dumbass.

I remember you going in Aztec and killing me while you were in a area where no faces have been created by Valve. Isn't that a little odd? I mean if you were supposed to be up there... Valve obviously would of add the textures and faces to the area. :rolleyes:

I bet you that if you ask anyone who has played with me, I do not scream "CHEATER!!" every time I get shot.

I've never had so much problems with exploiters. However, you ACK, take the cake. You exploit in Aztec, Office, Prodigy (sp?), and every other map that has a tiny glitch. Valve hasn't patched it, because people are decent enough to not use those glitches... and getting in those areas isn't

very common in a match outside of your beloved RenEvo Dedicated US [1] server.

The rockslide is not an untextured area. There are no places on Aztec that I know of that allow you to reach a place where you're not standing on static world geometry that still allows you to be seen. You're making shit up now.

First you whined when I got into the rockslides. You called that an exploit, even though it's been there the entire time and it's just somehow the size of a human player so you can crouch in them. No, it doesn't hide your head you moron.

Second, you complain that I got on top of the ledge, even though it's easily accessible from the rock blocks right next to it.

Third, you complain about the trees, even though all of them are designed to be sat in considering most of the branches are physical objects.

If it were a problem and not intended, Valve would patch it. You know shit about game design. People were getting on the pipes in Train, but Valve patched that within two weeks. How does your argument hold water after that?

And yes it's common outside the server; if you actually played in different servers, you'd know that.

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**Subject: Damn Counter Strike Source Hacker**  
Posted by [Jaspah](#) on Tue, 22 Mar 2005 20:32:52 GMT  
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Me making shit up? No, no, no. You're making shit up. When the fuck did I whine about the rockslides or trees, or even complain about "OMFG EXPLOTI IS COVRZ UR HED OH NOES!!11"? I told you about getting on the ledges in Aztec near the ceiling of the map. I'll show you a screenshot of what I mean in a bit, when I play Counter-Strike: Source.

Also, about your tree argument - they would be physical anyway - I mean, if a object was blown into a tree by a grenade and went threw the branches, wouldn't that be just a tiny bit odd?  
:rolleyes:

I do play in other servers. Other people respect the exploits, atleast us New Yorkers do.

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**Subject: Damn Counter Strike Source Hacker**  
Posted by [icedog90](#) on Fri, 25 Mar 2005 00:59:34 GMT  
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msgtpain! I'm sorry... we're we discussing the "proper" term? or just one of the widely accepted variations of it? Does this argument seem at least a little familiar?

Even though this argument is long gone, you actually made a worse error than the one Aircraftkiller made.

We're = we are.

"Were" is the correct word to use in the beginning of that quote.

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