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

Posted by [fl00d3d](#) on Thu, 28 Dec 2006 01:32:29 GMT

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I'm working with a few people to make a sort of "Cheat Test Tutorial" and I would like to add the suggestions and comments of experienced players and moderators to it.

If anyone has a suggestion, tip, or instruction on how to conduct a proper cheat test (for any cheat) please make a post.

Do NOT include information about the cheats themselves (such as where to download it, how it can circumvent RG, etc.). I'm not interested in that and I'm sure it would be removed by a mod anyway. I only want information relating to the detection and exposure of accused cheaters while in game.

Your quality feedback will benefit the entire community. Knowledgeable posts only, please.

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

Posted by [Ryu](#) on Thu, 28 Dec 2006 03:19:54 GMT

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Iv'e heard word for a new "BH" hack, works like Supab0dy5! Once you're close, the test is useless, once you're far away, it's visible.

Iv'e caught one person with it, Just make the guy/gal you're testing stand pretty far away, and make them shoot around your head. Then make them take a Screen Shot.

Same for Supab0dy5 (yea, talking in 1337 speak will prevent n00b hackers from using g00gle.)

Make the guy/gal stand close to you and make them shoot around you're body, if they do damage, there using Supab0dy5. Worthy of a ban.

R4d4r H4ck, Make the "cheater" stand close to you, and there enemy close to them aswell, Make the "cheater" take a screen shot, There on then, it's obvious!

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

Posted by [fl00d3d](#) on Thu, 28 Dec 2006 07:50:22 GMT

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What if someone is retarded and accidently hits you during the test, but they're clean. That's not completely conclusive - but I see what you're getting at (already knew that one). As for the radar hack, its near impossible as they can now turn it off during game. -_-

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

Posted by [Ryu](#) on Thu, 28 Dec 2006 09:30:31 GMT

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f100d3d wrote on Thu, 28 December 2006 01:50 What if someone is retarded and accidentally hits you during the test, but they're clean. That's not completely conclusive - but I see what you're getting at (already knew that one). As for the radar hack, its near impossible as they can now turn it off during game. -_-

Heh, I don't check cheat site's that much, lol.

I just ask or wait for someone to inform me. lol

But a few people have been caught with maybe a older version of Radar hack.

As for the retarded-ness of some people, I would just ask them to repeat my instructions, if they hit me again (even if they were hitting me on purpose) I would still ban them, Not for hacking, But for the stupidity!

EDIT: I fucked my first post up, lol. superbodys, Make them stand FAR away and shoot around you.

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

Posted by [Nightma12](#) on Thu, 28 Dec 2006 12:52:49 GMT

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get them to throw C4 over your head

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

Posted by [RTsa](#) on Thu, 28 Dec 2006 15:18:50 GMT

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Make them run Renegade in a window with the task manager open - showing everything that's running on their computer.

Should do the trick if you know what you're looking for.

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

Posted by [SeargentSarg](#) on Thu, 28 Dec 2006 17:08:17 GMT

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If they are playing in regular, then if you tell them to switch to windowed mode, they will be forced to shutdown renegade, possibly removing all hacks, putting on windowed mode, and then they are clean. Nice one.

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

Posted by [fl00d3d](#) on Thu, 28 Dec 2006 18:43:37 GMT

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SergentSarg wrote on Thu, 28 December 2006 12:08 If they are playing in regular, then if you tell them to switch to windowed mode, they will be forced to shutdown renegade, possibly removing all hacks, putting on windowed mode, and then they are clean. Nice one.

Yeah, that's what I was thinking. There is no way (other than tabbing out, which would leave the game process running). But then again, anyone with half a brain would just kill the process you're referring to.

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

Posted by [SergentSarg](#) on Thu, 28 Dec 2006 22:47:56 GMT

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So either way, forcing one to take a screen shot of the task manager is pretty much useless. Check the update logs of RenGuard Hook or whatever it is, to see if there are any noticeable cheat detection available. Like the thing.

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

Posted by [0x90](#) on Thu, 28 Dec 2006 23:02:23 GMT

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btw RGH: the rgh gui is only to set the options a bit more comfortable than editing the .ini file by hand. and its to inject the hook into the renegade/renguard process.

so the main rgh part isnt a process or something. you can safely close the rgh gui after renegade/renguard is launched. rgh is then a part of the renegade/renguard process it was injected into.

so you wont notice it in the taskman anyways.

just in case you are interested.

regards,
0x90

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

Posted by [SergentSarg](#) on Thu, 28 Dec 2006 23:44:29 GMT

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Ah, you can notice the cpu & ram usage to see if they have rgh inserted!

Subject: Re: HOW TO Conduct a cheat-test : Advice for moderators
Posted by [R315r4z0r](#) on Fri, 29 Dec 2006 05:25:52 GMT
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Shooting around the head is the worst test and is NEVER correct... NEVER!!

I have done it between 2 computers.

I lined one person up against a wall, then with another guy shot around the head of the person against the wall.

On the screen that shot the bullets it was a complete circle. But on the screen that was being shot around, the bullet wholes weren't in a circle, more like a line.. and they were no where near the person's head.

Subject: Re: HOW TO Conduct a cheat-test : Advice for moderators
Posted by [Tunaman](#) on Fri, 29 Dec 2006 06:00:21 GMT
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That's why you make them take an ss once they do it. :\

Subject: Re: HOW TO Conduct a cheat-test : Advice for moderators
Posted by [trooprm02](#) on Wed, 03 Jan 2007 21:51:28 GMT
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Theres a video of an old way to test on google video's:

<http://video.google.ca/videoplay?docid=-2849452837273389238&q=renegade>

I think the best way to get it out would be to do the same thing. make a video and upload it to google video's or Youtube

Subject: Re: HOW TO Conduct a cheat-test : Advice for moderators
Posted by [R315r4z0r](#) on Fri, 05 Jan 2007 21:05:55 GMT
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"video is currently not available, please try again later"

Subject: Re: HOW TO Conduct a cheat-test : Advice for moderators
Posted by [dead6re](#) on Mon, 08 Jan 2007 14:36:10 GMT
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SeargentSarg wrote on Thu, 28 December 2006 18:44Ah, you can notice the cpu & ram usage to see if they have *cheat name removed* inserted!

Or, if like me, use NoFear.dll (Private) then your usage will go up. Other reasons for going up could be altared scripts.dll/bhs.dll. Good job, but I like my dll.

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

Posted by [Canadacdn](#) on Tue, 09 Jan 2007 03:24:51 GMT

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Take a look at people's scores.

If no buildings are dead, and someone is being accused of cheating, and their score is unusually high, they might be cheating.

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

Posted by [Caveman](#) on Tue, 09 Jan 2007 17:52:10 GMT

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The most effective cheat detection i've found to work with 98% of damage hacks is to get the testee to get a engi goto the tunnels/open area and make them shoot the repair gun, whilst they're shooting it stand inline of it so it repairs you and keep walking backwards if they can still repair you after 10ft then they're cheating. I only know of 1 big damage hack where the repair gun DOESN'T have inf range.

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

Posted by [Spyder](#) on Tue, 09 Jan 2007 22:46:47 GMT

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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 legg with a pistol. If it's 1 shot kill in the legg, 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 drmatically, 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>

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

Posted by [Tunaman](#) on Tue, 09 Jan 2007 23:25:34 GMT

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lol how are you gonna know if they right click or not :\

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

Posted by [MexPirate](#) on Tue, 09 Jan 2007 23:57:25 GMT

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darksnipa wrote on Tue, 09 January 2007 23:46Look at the K/D Percentage. If someone has let's say 70 kills 2 deaths, the person is probably cheating.

Or maybe they are good

Quote: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.

Damage hacks are usually right click only, obviously he would shoot with said left click only

Quote: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.

retarded, how are you going to tell if he lined the shot up correctly - a screenshot would be much more effective although I doubt that many people really use wall hacks any more.

Quote: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.

Sorry what? u mean if someone is using final ren? pretty sure you don't need to test for that tbh.

Quote: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.

See above

Quote: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.

Pretty sure that c4 damage is controlled server side and it can't be altered by hacks

Quote:

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.

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

No, and obviously you havn't.

Quote: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.

I am pretty sure we can believe it and know about it - you are fucking retarded coming here saying you are cheating in public servers and using an rg bypass on a forum moderated by Crimson from BHS

Now, perhaps if Crimson would be so kind as to provide your IP so server owners can ban you as well as implementing a renguard ban we can all have a good laugh at how COMPLETELY FUCKING RETARDED YOU ARE.

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.

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Youtube Cheating Video:

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

are you by any chance a dumbass?

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

Posted by [Crimson](#) on Wed, 10 Jan 2007 00:19:51 GMT

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IP: 62.195.34.62

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

Posted by [MexPirate](#) on Wed, 10 Jan 2007 00:22:05 GMT

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GFG

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

Posted by [Ryu](#) on Wed, 10 Jan 2007 02:41:11 GMT

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Lmfao, Hacking? Recording it? Posting in THE official Renegade forum?

Oh my! HEAD FOR THE ANTI FLAME SHELTER!

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

Posted by [Goztow](#) on Wed, 10 Jan 2007 08:01:43 GMT

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62.195.34.62 : (tcusniper (01/01/07), tconfed (22/12/06))

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

Posted by [Goztow](#) on Wed, 10 Jan 2007 08:04:59 GMT

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Caveman wrote on Tue, 09 January 2007 18:52The most effective cheat detection i've found to work with 98% of damage hacks is to get the testee to get a engi goto the tunnels/open area and make them shoot the repair gun, whilst they're shooting it stand inline of it so it repairs you and keep walking backwards if they can still repair you after 10ft then they're cheating. I only know of 1 big damage hack where the repair gun DOESN'T have inf range.

And then, about 1 year ago, cheaters started using right click cheats regulary.

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

Posted by [Spyder](#) on Wed, 10 Jan 2007 14:52:20 GMT

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I tested the cheat only...I did not spread the cheat and/or bypass. I deleted everything after testing it. It was just to show the effects to players. You can learn from this. Almost every new cheat is now using:

Left click=Instant Kill

Right click=Instant Heal.

Wallhacks are now using the same thing as radar hacks. You can turn them on or off in a second. This is cause of a new plugin created by some cheaters. It's called Renguard_Cheat_Allow.dll, it can hide or show alt models in seconds and remove them in seconds.

I never used the cheats again after testing it. And what I meant with the MRLS thing:

MRLS have no reload time. They shoot rockets like a chaingun!!!

Just believe me and don't ban me. After this movie I have never cheated again, this was the first AND last time. All servers I'm banned from on renegade is because of Lang or being accused for bighead, while i'm just a skilled sniper. Other reasons are: Joining the server, owning moderators on forums like Unsucks. Tthom(the server owner) banned me because I was right about something. That's why he is using the rule: Moderators are always right, even if they're not. Ask the Renstation.net players about my sniping, they know what I mean.

Goztow and Crimson I demand you to delete or censor my IP address now! You don't have permission to show it, and computers can be hacked via IP Addresses and I don't want this to happen.

Subject: Re: HOW TO Conduct a cheat-test : Advice for moderators
Posted by [Goztow](#) on Wed, 10 Jan 2007 15:24:08 GMT

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Let me put this clear: you cheat on public servers = you get banned = I post your ip so other server owners can decide if they ban you or not.

IP-adresses have nothing private: your computer happely sends it along to every site it visits or even to everyone you talk with on irc, ... You demanding me to censor it won't do the job, now if you asked me nicely, I'd prolly be willing to move it to the server owners forum.

Subject: Re: HOW TO Conduct a cheat-test : Advice for moderators
Posted by [Caveman](#) on Wed, 10 Jan 2007 17:05:15 GMT

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Goztow wrote on Wed, 10 January 2007 04:04Caveman wrote on Tue, 09 January 2007 18:52The most effective cheat detection i've found to work with 98% of damage hacks is to get the testee to get a engi goto the tunnels/open area and make them shoot the repair gun, whilst they're shooting it stand inline of it so it repairs you and keep walking backwards if they can still repair you after 10ft then they're cheating. I only know of 1 big damage hack where the repair gun DOESN'T have inf range.

And then, about 1 year ago, cheaters started using right click cheats regulary.

Yes that is true BUT as I said ALL the damaged i've seen have inf range for the repair gun regardless of the left click/right click feature the cheat may have on. Right click just activates the damage variables. I still use this method and have cought many cheaters to this day using it.

Subject: Re: HOW TO Conduct a cheat-test : Advice for moderators
Posted by [Ryu](#) on Wed, 10 Jan 2007 17:19:03 GMT

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darksnipa wrote on Wed, 10 January 2007 08:52

Goztow and Crimson I demand you to delete or censor my IP address now! You don't have permission to show it, and computers can be hacked via IP Addresses and I don't want this to happen.

There are over 1,000,000 Ip addresses in the world, Your is will never be hacked, Unless the hacker was a retard who got pissy because you was hacking in a "game".

Hackers target Huge company's, Microsoft, CIA, PayPal etc etc

What good will they do hacking you? Maybe fucking your pc for there own Pleasure? Nah, I don't they would waste there own time hacking a home users PC.

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

Posted by [Spyder](#) on Wed, 10 Jan 2007 17:37:45 GMT

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How about this:

I have illegal information about gamecracking... I have software to make keygens...I spread loads of cracked programs and even more they can steal...

And the server owner knew about me cheating on that server. He gave me permission. The players didn't know I was, cause he hadn't told them and he wanted to know the effect himself. I didn't even get banned for it, so please stop about that. The video is for about 6 months old...

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

Posted by [MexPirate](#) on Wed, 10 Jan 2007 18:46:36 GMT

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uh oh, now the hackers are gonna get ur PC and go to the police with your serial generator!

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

Posted by [Renerage](#) on Wed, 10 Jan 2007 19:21:37 GMT

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Personally, i wouldnt ban him.

I think SOMEONE has to test the cheats, or you wouldnt even know what to be looking for Leave him be, if he cheats again, then ban him.

He was very front about testing them, not sneaky, like REAL cheaters.

Sure, he ruined a game there on that video, but they will move on and continue playing.

This is the only cheater that i have ever stucken up for, i say,

Leave him be, Crimson and Blazer may even have something new to learn about the new RG bypasses via if they dont know them yet, and he does, they can catch it quicker.
I think its a learning phase for all of us.

Subject: Re: HOW TO Conduct a cheat-test : Advice for moderators
Posted by [Goztow](#) on Wed, 10 Jan 2007 19:22:17 GMT
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There's something like a LAN game, single player or a 1 person internet game.

Subject: Re: HOW TO Conduct a cheat-test : Advice for moderators
Posted by [Renerage](#) on Wed, 10 Jan 2007 19:24:48 GMT
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Either way he does it, who really cares.

Its his choice to test it in real online games, where they arent stupid like 1 player.

I dont know why your hating on him so much, every game has testers for this kinda crap.

Subject: Re: HOW TO Conduct a cheat-test : Advice for moderators
Posted by [Ryu](#) on Wed, 10 Jan 2007 19:54:46 GMT
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darksnipa wrote on Wed, 10 January 2007 11:37How about this:

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I'm sorry, What?

Dude, Ive pirated games, cracked Need For Speed Carbon, Norton, you name it, Been there, done that, Bought the T-shirt, Now, Last time I recall being hacked was never.

If you have infomation on cracking games, then good for you! when you pirate a game, It comes with a read me, And a "how to crack.pdf"

EDIT: about the speading warez and stuff, LOL.

There is a whole community of Pirateing, when I say pirateing, Cracked programs, music, games, ps2 games, psp games, XboX games, TV Shows. You name it, it's there, A Hacker would use BitTorrent instead of wasteing time on hacking someone for the program.

Matter of fact,I don't even think they would use BitTorrent, They would be smarter and have better re-sources.

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

Posted by [puddle_splasher](#) on Wed, 10 Jan 2007 20:20:21 GMT

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I am sitting here wetting my pants with tears of laughter.

How stupid can you get to post the video.

Another one bites the dust.

Well done m8, now let your mates post their videos also

Banned for life I hope.

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

Posted by [Sniper_De7](#) on Wed, 10 Jan 2007 20:30:51 GMT

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cheekay77 wrote on Wed, 10 January 2007 13:24Either way he does it, who really cares.

Its his choice to test it in real online games, where they arent stupid like 1 player.

I dont know why your hating on him so much, every game has testers for this kinda crap.

The guy has a "die!" boink, and he's "testing" cheats in a public server full of people. Yeah, it really looks normal to me. I don't see the point in what he did, please, tell me. Yeah, and it's his choice to test it on real online games and its all of the server owners choice to ban him.

For me, the fact that he's "testing" cheating when he obviously didn't have authority to in the server, the fact that he's got a "die!" boink sound (It must be really cool to kill a whole bunch of people while cheating and here that, eh?) And the fact that he tested it in a server full of people.

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

Posted by [Renerage](#) on Wed, 10 Jan 2007 20:47:36 GMT

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Sniper_De7 wrote on Wed, 10 January 2007 15:30cheekay77 wrote on Wed, 10 January 2007 13:24Either way he does it, who really cares.

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For me, the fact that he's "testing" cheating when he obviously didn't have authority to in the server, the fact that he's got a "die!" boink sound (It must be really cool to kill a whole bunch of people while cheating and here that, eh?) And the fact that he tested it in a server full of people.

That "die" boink sound rocks
I like it, i would use it.

Subject: Re: HOW TO Conduct a cheat-test : Advice for moderators
Posted by [Crimson](#) on Wed, 10 Jan 2007 21:12:00 GMT
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You should have made your video or done your testing in a private server with willing participants... that's what everyone else does.

My way of testing cheaters kind of involves cheating yourself... but if you're a server owner than you have no one to answer to but yourself.

Basically, you create an objects.ddb file with tracers activated on all the guns, different colors for the alt-fire. Then, if you tell the player to right click and the tracer is clearly the left-click color, then you can say "no, your OTHER right-click" and they will know they are busted because you know which button they're pushing. Of course, to do this, you have to "cheat" by loading a custom objects.ddb file, and tracers are a huge advantage so you'd want to leave again and come back without the objects file loaded if you want to play, but I have used this several times on my server when I'm watching from IRC and someone is complaining about a cheater. I've busted people taking out the C-130 by watching when a tracer hits the plane and it disappears, and following the line to its source.

Subject: Re: HOW TO Conduct a cheat-test : Advice for moderators
Posted by [Veyrdite](#) on Wed, 10 Jan 2007 23:32:41 GMT
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that movie remind me of a apc i saw online once on a non-modded map firing repair gun for a sec or 2. i thought it was my net connection, maybe it wasn't

dont ban him, simply test him more often
i have also heard of the alt+f6 cheat somewhere. what is it?

Subject: Re: HOW TO Conduct a cheat-test : Advice for moderators
Posted by [MexPirate](#) on Thu, 11 Jan 2007 00:49:53 GMT
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dthdealer wrote on Wed, 10 January 2007 17:32that movie remind me of a apc i saw online once on a non-modded map firing repair gun for a sec or 2. i thought it was my net connection, maybe it wasn't

dont ban him, simply test him more often
i have also heard of the alt+f6 cheat somewhere. what is it?

I think you are confused with the Alt+F4 cheat, try next time you are in game!

Subject: Re: HOW TO Conduct a cheat-test : Advice for moderators
Posted by [joeytho](#) on Thu, 11 Jan 2007 00:49:55 GMT
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if you really feel that it is your duty to download and test cheats, instead of using them on a public server, just test them on a lan game, if you want to test them with other caractiers, you can A: test them in multiplayer practice, or B: download one of the many mods that drops lots of enemies to shoot from <http://renegadezone.com/> and run it in a lan game...

Subject: Re: HOW TO Conduct a cheat-test : Advice for moderators
Posted by [Ryu](#) on Thu, 11 Jan 2007 02:10:12 GMT
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MexPirate wrote on Wed, 10 January 2007 19:49dthdealer wrote on Wed, 10 January 2007 17:32that movie remind me of a apc i saw online once on a non-modded map firing repair gun for a sec or 2. i thought it was my net connection, maybe it wasn't

dont ban him, simply test him more often
i have also heard of the alt+f6 cheat somewhere. what is it?

I think you are confused with the Alt+F4 cheat, try next time you are in game!

I just did it for the fun of it!

Mysteriously my FireFox window closed.

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

Posted by [Veyrdite](#) on Thu, 11 Jan 2007 02:11:13 GMT

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the alt+f6 seems to make you lag or soemdin. works in single player as well. does it make you make fake lag online?

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

Posted by [Veyrdite](#) on Thu, 25 Jan 2007 22:45:06 GMT

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errrrrr, it seems i killed this topic with my last post. sorry

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

Posted by [Tunaman](#) on Mon, 12 Feb 2007 19:44:37 GMT

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nah, some retard posting videos of himself cheating basically killed it

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

Posted by [halo2pac](#) on Mon, 12 Feb 2007 22:20:33 GMT

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ok u really have to make cheaters open up there data dir and take a SS before u know they hack. that alone is not enough proof but that + all tests can show hacks, if u think some 1 has big head, u have to make them take a test with every char, cause they could have a incomplete set of heads. THE TESTS must be completed before the end of a game or before they quit, if the stand still to long in servers they can be auto kicked for afk, which allows them to get away, if u get a ss of data dir, compare it to a good dir, like a non cheating mod's dir. if u really wanna find out how to spot hacks use them your self and take notes, cause guess work is virtualy useless.

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

Posted by [Spyder](#) on Tue, 13 Feb 2007 16:32:58 GMT

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That person actually knows why I cheated.

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

Posted by [Ryu](#) on Wed, 14 Feb 2007 12:00:50 GMT

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Oh yeah, I'll make some hacks and join your community's public server, frap it, And then say "I was only testing them out" But obviously you'll still ban me for hacking, Or would you?

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

Posted by [Spyder](#) on Sat, 17 Feb 2007 18:47:10 GMT

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I would ban you if you started to mass kill people and vehicles. If you do not cheat that hard, like 1 shot killing etc...I'll let you go on with it.

And ooh I made a new video. Cheats were deleted after the video and it's on the skirmish map, so no people were harmed during this test:

Cheating effects:

<http://www.youtube.com/v/CEhz5irFvF8>

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

Posted by [MexPirate](#) on Sat, 17 Feb 2007 19:16:26 GMT

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darksnipa wrote on Sat, 17 February 2007 12:47I would ban you if you started to mass kill people and vehicles. If you do not cheat that hard, like 1 shot killing etc...I'll let you go on with it.

And ooh I made a new video. Cheats were deleted after the video and it's on the skirmish map, so no people were harmed during this test:

Cheating effects:

<http://www.youtube.com/v/CEhz5irFvF8>

tbh I think you really should be promoted to the top of the forum retard list - you really suck.

Quote:Cheats/Hacks: This forum fully supports RenGuard along with other anti-cheat solutions. With that said, the posting or advertising of cheats will not be tolerated in any way imaginable.

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

Posted by [Spoony](#) on Sat, 17 Feb 2007 19:46:48 GMT

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darksnipa wrote on Sat, 17 February 2007 12:47I would ban you if you started to mass kill people and vehicles. If you do not cheat that hard, like 1 shot killing etc...I'll let you go on with it.

...words fail me

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

Posted by [Spyder](#) on Sun, 18 Feb 2007 08:49:37 GMT

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If they don't bother people they can go on, but not in the way they ruin the whole game. And I do NOT allow the big cheats like F1n4l R3n3g4d3.

BTW: I show you the cheat effects...So people can recognize them. I do not submit the cheat here...

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

Posted by [Ryu](#) on Sun, 18 Feb 2007 10:26:38 GMT

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MaidenTy1 wrote on Sat, 17 February 2007 13:46darksnipa wrote on Sat, 17 February 2007 12:47I would ban you if you started to mass kill people and vehicles. If you do not cheat that hard, like 1 shot killing etc...I'll let you go on with it.

...words fail me

Agreed

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

Posted by [Sniper_De7](#) on Sun, 18 Feb 2007 13:04:18 GMT

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dutch

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

Posted by [Goztow](#) on Sun, 18 Feb 2007 21:08:54 GMT

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Alex wrote on Sun, 18 February 2007 11:26MaidenTy1 wrote on Sat, 17 February 2007 13:46darksnipa wrote on Sat, 17 February 2007 12:47I would ban you if you started to mass kill people and vehicles. If you do not cheat that hard, like 1 shot killing etc...I'll let you go on with it.

...words fail me

Agreed
seconded

Subject: Re: HOW TO Conduct a cheat-test : Advice for moderators
Posted by [Spyder](#) on Fri, 23 Feb 2007 08:27:38 GMT
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Lol you all fell for it!!!

The movies were from Cyberpunk, the biggest creator of cheats. I just uploaded his video and used it here . The last video was made by Ninjah a guy I know from some forum.

And I admit, I have been cheating, but only on bot maps I made myself. Not on public servers. All bans on public servers are caused by:
TCUFed my younger brother who thinks he always has to curse at moderators or myself for being accused of cheating, even when I don't cheat. I'm just a good sniper and that makes people think I use aimbot or that I cheat.

Conclusion:

I don't cheat in public. I never make any movies where I show cheating materials. All materials were made by Cyberpunk and/or Ninjah. All bans are for language or being accused for using aimbot while I don't use one. And other bans are for team hinder, because I never go along with rushes. Therefore the rush fails and I get accused for doing the wrong things. I do the same thing everytime, cause I'm an infantry man and not a tank elite/n00b. People think they have to ban me for that reason. Ohter bans might be set because my router was totally fucked up a few months ago, that caused renguard to disconnect and I got auto-forced by the server.

Subject: Re: HOW TO Conduct a cheat-test : Advice for moderators
Posted by [Goztow](#) on Fri, 23 Feb 2007 08:43:59 GMT
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darksnipa wrote on Fri, 23 February 2007 09:27Ohter bans might be set because my router was totally fucked up a few months ago, that caused renguard to disconnect and I got auto-forced by the server.
That made me laugh.

Subject: Re: HOW TO Conduct a cheat-test : Advice for moderators
Posted by [Veyrdite](#) on Fri, 23 Feb 2007 08:50:09 GMT
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Quote:this video is no longer available
oh man, i wanted to see that

Subject: Re: HOW TO Conduct a cheat-test : Advice for moderators
Posted by [Sniper_De7](#) on Fri, 23 Feb 2007 12:03:18 GMT
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<http://hometown.aol.com/DPoem/Pics/Stupid.jpg>

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

Posted by [Ryu](#) on Fri, 23 Feb 2007 18:32:17 GMT

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Sniper_De7 wrote on Fri, 23 February 2007

06:03<http://hometown.aol.com/DPoem/Pics/Stupid.jpg>

Haha

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

Posted by [Spyder](#) on Sat, 24 Feb 2007 13:42:40 GMT

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Thnx for telling me it's still CUTE to act stupid .

Most people say it's rather harsh to act stupid.

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

Posted by [Veyrdite](#) on Sat, 24 Feb 2007 23:56:41 GMT

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whoever said it was harsh

can anyone repair that link or something?

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

Posted by [bisen11](#) on Tue, 27 Feb 2007 07:46:10 GMT

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Crimson wrote on Wed, 10 January 2007 16:12 You should have made your video or done your testing in a private server with willing participants... that's what everyone else does.

My way of testing cheaters kind of involves cheating yourself... but if you're a server owner than you have no one to answer to but yourself.

Basically, you create an objects.ddb file with tracers activated on all the guns, different colors for the alt-fire. Then, if you tell the player to right click and the tracer is clearly the left-click color, then you can say "no, your OTHER right-click" and they will know they are busted because you know which button they're pushing. Of course, to do this, you have to "cheat" by loading a custom objects.ddb file, and tracers are a huge advantage so you'd want to leave again and come back without the objects file loaded if you want to play, but I have used this several times on my server when I'm watching from IRC and someone is complaining about a cheater. I've busted people

taking out the C-130 by watching when a tracer hits the plane and it disappears, and following the line to its source.

That's a clever way of doing it. Good idea.

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

Posted by [halo2pac](#) on Mon, 05 Mar 2007 22:38:18 GMT

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ok the guy with the tracer in the .ddb is a genius, can some 1 edit a .ddb and make it so it dont do dammage just show which mouse button is is being used so i can test for hacks more effectively on my server? i mean make the .ddb or whatever not be a cheat just a tool for seeing what button is being used. and send it to me via PM or e-mail it to everythingisfree101@yahoo.com.

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

Posted by [Goztow](#) on Tue, 06 Mar 2007 07:41:02 GMT

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Unfortunately a lot of snipers use this to really cheat as well...

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

Posted by [candy](#) on Tue, 06 Mar 2007 08:09:56 GMT

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even worse is that most moderator don't even bother testing snipers (with alot of luck and some great skill)...

this makes me prety mad

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

Posted by [SargentSarg](#) on Tue, 06 Mar 2007 20:14:45 GMT

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We just met the clone of troopr02, the cheater version.

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

Posted by [Tunaman](#) on Tue, 06 Mar 2007 20:48:12 GMT

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Well said, Imfao

Subject: Re: HOW TO Conduct a cheat-test : Advice for moderators
Posted by [halo2pac](#) on Wed, 07 Mar 2007 02:03:05 GMT
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no.. i just need it for my server so i can test for right-click cheats... and JUST colors .. not damage hacks

Subject: Re: HOW TO Conduct a cheat-test : Advice for moderators
Posted by [Goztow](#) on Thu, 08 Mar 2007 07:30:12 GMT
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halo2pac wrote on Wed, 07 March 2007 03:03no.. i just need it for my server so i can test for right-click cheats... and JUST colors .. not damage hacks
The whole thing you seem to miss is that JUST the colors is already cheating as it gives you an unfair advantage. Ofcourse, on your server, you can do whatever you like . You paid for it after all.

Subject: Re: HOW TO Conduct a cheat-test : Advice for moderators
Posted by [halo2pac](#) on Thu, 08 Mar 2007 12:40:28 GMT
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how would it give a unfair advantage?

Subject: Re: HOW TO Conduct a cheat-test : Advice for moderators
Posted by [Ox90](#) on Thu, 08 Mar 2007 13:35:28 GMT
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you can see the origin of a "bullet". or better: you can see from where someone is shooting.
so you could easily detect snipers for example.

regards

Subject: Re: HOW TO Conduct a cheat-test : Advice for moderators
Posted by [halo2pac](#) on Thu, 08 Mar 2007 20:02:06 GMT
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true .. yes but when a mod needs to check for cheats he leaves puts it on and comes back tests and takes it off.

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

Posted by [c0vert7](#) on Mon, 12 Mar 2007 03:34:40 GMT

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A few test is to simply do the average test. Make them shoot around the head yad yad. What I would also do is, make them take an ss of them ingame which ya cheats can be turned off. But most of those require a renguard bypass or hook. These hooks will load up when u load renguard but it will say that its patching game2 or something or generateing a serial hash. Make them take a picture of renguard that include the server listing there at, at the top.

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

Posted by [AoBfrost](#) on Wed, 11 Apr 2007 14:30:18 GMT

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Lol I used to do cheat test nearly everyday on the server I moderate, people always accused others of hacks just cause they snipe good or got lucky (headshots, apc rush, but didnt see, dmg hax, etc..)

Now my friend scripted a code that records everything to the IRC admin channel, it's hard to read because it really records everything, damage, distance from purchase terminal, where c4 was placed (building, person) and what gun and what player was used to kill a building or person/vehicle.....havent tested once since then.

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

Posted by [0x90](#) on Wed, 11 Apr 2007 20:53:24 GMT

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AoBfrost wrote on Wed, 11 April 2007 16:30Now my friend scripted a code that records everything to the IRC admin channel, it's hard to read because it really records everything, damage, distance from purchase terminal, where c4 was placed (building, person) and what gun and what player was used to kill a building or person/vehicle.....havent tested once since then.

i applaud you!

oh and btw, nice bump.

regards
0x90

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

Posted by [SeargentSarg](#) on Thu, 12 Apr 2007 01:39:22 GMT

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I applaud you 0x90 for not being banned yet!

FOR FUCKING CREATING HACKS... -_- GTFO

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

Posted by [MexPirate](#) on Thu, 12 Apr 2007 23:28:07 GMT

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0x90 wrote on Wed, 11 April 2007 15:53AoBfrost wrote on Wed, 11 April 2007 16:30Now my friend scripted a code that records everything to the IRC admin channel, it's hard to read because it really records everything, damage, distance from purchase terminal, where c4 was placed (building, person) and what gun and what player was used to kill a building or person/vehicle.....havent tested once since then.

i applaud you!

oh and btw, nice bump.

regards

0x90

Well we can't all know everything there is to know about this game and coding etc, at least we aren't all selfish fucks trying to ruin it for everyone else though - or you wouldn't be able to feel to fucking special and superior and we wouldn't want that now would we.
