Subject: Renguard vs sound files + advantage skins
Posted by JohnDoe on Sun, 11 Mar 2007 14:31:22 GMT

View Forum Message <> Reply to Message

I think the following files can only be interpreted as cheats and should be blocked by the upcoming Renguard:

1. Stealth Tank sound...I think Blazer said something about this being blocked a while back.

2. Ion/Nuke beacon beeping sound...this is probably even more of an advantage, I just have to quickly fly over every building with an Orca on Walls_Flying to know where the beacon is.

3. Ion/Nuke beacon skins...the only reason why this is used is to gain an advantage.

While C4 skins like Spongebob will always be a touchy subject, I think the 3 types of files mentioned above aren't debatable. Now, will Renguard be blocking these? I hope so.

Subject: Re: Renguard vs sound files + advantage skins
Posted by puddle_splasher on Sun, 11 Mar 2007 16:59:24 GMT

View Forum Message <> Reply to Message

Next will be the banning of the countdown beeping of timed C4. Perhaps it will mean everyone using the original data file only.

I think that if you cannot find and defend beacons or C4 without worrying about unfair advantages then perhaps its time to move on.

One mans advantage is anothers didadvantage. Thats life.

Subject: Re: Renguard vs sound files + advantage skins
Posted by JohnDoe on Sun, 11 Mar 2007 18:01:23 GMT

View Forum Message <> Reply to Message

Shut up, moron...this was directed at BHS, not some five-year-old that averages 200 points a game on a public.

Subject: Re: Renguard vs sound files + advantage skins
Posted by Renx on Sun, 11 Mar 2007 18:27:16 GMT

View Forum Message <> Reply to Message

I would like a way to force certain players to use pure mode on the server.

Subject: Re: Renguard vs sound files + advantage skins
Posted by Nightma12 on Sun, 11 Mar 2007 18:55:02 GMT
View Forum Message <> Reply to Message

thats possible without any SSC modifications....

set the server to pure mode.. and then when the SSC says xxx is useing skins.. only kick users who are not on the trusted list

if theres enough demand for this i can easily code it?

Subject: Re: Renguard vs sound files + advantage skins
Posted by Renx on Sun, 11 Mar 2007 19:19:57 GMT
View Forum Message <> Reply to Message

You'd need to add every player to a trusted list that way, then take them off if you wanted them to use pure mode. Seems a little backwards and would be better if it was done properly.

Subject: Re: Renguard vs sound files + advantage skins
Posted by Spoony on Sun, 11 Mar 2007 20:15:29 GMT
View Forum Message <> Reply to Message

puddle_splasher wrote on Sun, 11 March 2007 10:59I think that if you cannot find and defend beacons or C4 without worrying about unfair advantages then perhaps its time to move on.
It's a shame there isn't really a rollseyes smiley on this forum.

Subject: Re: Renguard vs sound files + advantage skins
Posted by JohnDoe on Sun, 11 Mar 2007 20:20:20 GMT
View Forum Message <> Reply to Message

Yeah, I'm not talking about that silly puremode...those 3 should just be added to the cheats category, because that's what they are.

Subject: Re: Renguard vs sound files + advantage skins
Posted by Nightma12 on Sun, 11 Mar 2007 21:09:21 GMT
View Forum Message <> Reply to Message

Renx wrote on Sun, 11 March 2007 13:19You'd need to add every player to a trusted list that way, then take them off if you wanted them to use pure mode. Seems a little backwards and would be better if it was done properly.

would work exactly like forcerg...

Subject: Re: Renguard vs sound files + advantage skins
Posted by Caveman on Sun, 11 Mar 2007 22:29:24 GMT
View Forum Message <> Reply to Message

You do realize that you're now calling BHS/Jonwill a cheat creator? If i'm right, BHS/Jonwil made the beacon countdown for CP1/CP2.

Subject: Re: Renguard vs sound files + advantage skins
Posted by Creed3020 on Sun, 11 Mar 2007 22:45:30 GMT
View Forum Message <> Reply to Message

JohnDoe wrote on Sun, 11 March 2007 09:31I think the following files can only be interpreted as cheats and should be blocked by the upcoming Renguard:

1. Stealth Tank sound...I think Blazer said something about this being blocked a while back.

2. Ion/Nuke beacon beeping sound...this is probably even more of an advantage, I just have to quickly fly over every building with an Orca on Walls_Flying to know where the beacon is.

3. Ion/Nuke beacon skins...the only reason why this is used is to gain an advantage.

While C4 skins like Spongebob will always be a touchy subject, I think the 3 types of files mentioned above aren't debatable. Now, will Renguard be blocking these? I hope so.

#2 is part of the original game, built like that by Westwood. You aren't going to be blocking that anytime soon. The other two I agree with.

Subject: Re: Renguard vs sound files + advantage skins
Posted by Tunaman on Sun, 11 Mar 2007 22:47:00 GMT
View Forum Message <> Reply to Message

He made the one that said "30 seconds remaining" and all that crap.. JohnDoe is talking about a completely different sound. You guys probably don't know what he's talking about because you haven't heard the sounds he's talking about.

Subject: Re: Renguard vs sound files + advantage skins
Posted by JohnDoe on Mon, 12 Mar 2007 06:51:37 GMT
View Forum Message <> Reply to Message

Exactly...I said "beep" and I even explained what it does...I'm not giving it out so that more homos will be using it.

Subject: Re: Renguard vs sound files + advantage skins
Posted by Goztow on Mon, 12 Mar 2007 07:44:36 GMT
View Forum Message <> Reply to Message

We had this discussion before. An ideal renguard allows server owners to choose which .dds-files cannot be used on their server. An even more ideal renguard allows players with those .dds to join anyway but makes Renegade use the .dds in the always.dat instead of using the skin in data, as long as they're in that server.

Subject: Re: Renguard vs sound files + advantage skins
Posted by Jonty on Mon, 12 Mar 2007 07:48:53 GMT
View Forum Message <> Reply to Message

I thought the beep sound was by default in Renegade, at least, I've always had it.

I also have a nice stank and SBH skin, that makes them look like the Matrix. Does this count as cheating? I can provide a screenshot to show how much of an advantage they don't give.

Other than that, I think that's the most sane post I've ever seen JohnDoe make.

Subject: Re: Renguard vs sound files + advantage skins
Posted by puddle_splasher on Mon, 12 Mar 2007 09:16:04 GMT
View Forum Message <> Reply to Message

JohnDoe wrote on Sun, 11 March 2007 12:01Shut up, moron...this was directed at BHS, not some five-year-old that averages 200 points a game on a public.

LOL a moron!! Do as I said and get a fucking life.

If it was directed at BHS then you should have stated that. Then again, perhaps you think we are all psychic.

Ohhh! Hold on we are cause we know what your reply will be.

All the skins can be put to your advantage also. ie You will hear the Stank, yeah I agree that GDI will also hear you but thats just tough.

Its a game or perhaps we all forget that. A game that is rapidly dieing so IMHO any changes that are allowed may encourage players to stay a little longer.

While we are at it, this is a PUBLIC DISCUSSION CHANNEL, so if you do not want the PUBLIC to reply, would you consider posting in a private channel where, we the public, cannot give our thoughts?

Subject: Re: Renguard vs sound files + advantage skins
Posted by JohnDoe on Mon, 12 Mar 2007 09:28:01 GMT
View Forum Message <> Reply to Message

You still don't understand what I'm even talking about...just do everyone a favor and stay out of this topic. Friggan idiot...playing renegade in his mid life crisis and telling others to get a life.

Stop making this a "renguard should let server owners decide" discussion, this is not what I want...I just want at least the 2 sound files to be considered a cheat and automatically blocked. They're almost as bad as radar hack...and everybody whose used them before, knows. Clanwars.cc already considers them cheats...to bad they're undetectable.

Subject: Re: Renguard vs sound files + advantage skins
Posted by Crimson on Mon, 12 Mar 2007 10:14:32 GMT
View Forum Message <> Reply to Message

MaidenTy1 wrote on Sun, 11 March 2007 13:15It's a shame there isn't really a rollseyes smiley on this forum.

Subject: Re: Renguard vs sound files + advantage skins
Posted by Crimson on Mon, 12 Mar 2007 10:15:22 GMT
View Forum Message <> Reply to Message

Caveman wrote on Sun, 11 March 2007 15:29You do realize that you're now calling BHS/Jonwill a cheat creator? If i'm right, BHS/Jonwil made the beacon countdown for CP1/CP2.

Blazer made the beacon countdown and C4 beep sounds and Westwood posted a link to them on their newspage.

Subject: Re: Renguard vs sound files + advantage skins
Posted by Tunaman on Mon, 12 Mar 2007 14:42:54 GMT
View Forum Message <> Reply to Message

You guys still don't understand what he is talking about. The c4 beep and the countdowns for the nukes made by blazer is NOT what he is talking about.
The nuke he is talking about has a very, very loud and high-pitched beep to it. You can just fly over each building with an orca to be able to find the beacon.. Can you do that with the one that counts down? No.
The stank sound he is talking about lets you hear whenever stanks are around.. If you would have actually tried it, it makes the stanks be heard as far as from one of the paths on islands to the other.. Basically getting rid of the "stealth" of the stealth tank.

Subject: Re: Renguard vs sound files + advantage skins
Posted by Caveman on Mon, 12 Mar 2007 15:45:29 GMT
View Forum Message <> Reply to Message

Ralphzehunter wrote on Mon, 12 March 2007 08:42You guys still don't understand what he is talking about. The c4 beep and the countdowns for the nukes made by blazer is NOT what he is talking about.
The nuke he is talking about has a very, very loud and high-pitched beep to it. You can just fly over each building with an orca to be able to find the beacon.. Can you do that with the one that counts down? No.
The stank sound he is talking about lets you hear whenever stanks are around.. If you would have actually tried it, it makes the stanks be heard as far as from one of the paths on islands to the other.. Basically getting rid of the "stealth" of the stealth tank.

Do you mean this? http://www.youtube.com/watch?v=15eyoka-VAA

If so i'm 99% sure that came with CP1/2

Subject: Re: Renguard vs sound files + advantage skins
Posted by Blazer on Mon, 12 Mar 2007 15:50:26 GMT
View Forum Message <> Reply to Message

I agree with #1 and #3. #2 however, Crimson said that in the beta they tried playing with no beeping beacons, and it was *impossible* to find them and *every* beacon always went off.

If you want to challenge yourself, you could always put a 0 byte soundfile with the same name as the beacon beeping sound, and you won't hear it anymore

Subject: Re: Renguard vs sound files + advantage skins
Posted by JohnDoe on Mon, 12 Mar 2007 15:56:43 GMT
View Forum Message <> Reply to Message

I'm not talking about removing the beep altogether...that thing is default always.dat stuff. I'm talking about augmented beeps, that are 10 times as loud. If you want, I can send you a PM with the file attached.

Subject: Re: Renguard vs sound files + advantage skins
Posted by Caveman on Mon, 12 Mar 2007 16:32:38 GMT
View Forum Message <> Reply to Message

JohnDoe wrote on Mon, 12 March 2007 09:56I'm not talking about removing the beep altogether...that thing is default always.dat stuff. I'm talking about augmented beeps, that are 10 times as loud. If you want, I can send you a PM with the file attached.

So the sound clip in my video isn't the one you're talking about?

Subject: Re: Renguard vs sound files + advantage skins
Posted by JohnDoe on Mon, 12 Mar 2007 16:48:57 GMT
View Forum Message <> Reply to Message

It's the beep...beep...beep...beep sound...now just imagine that thing 10 times louder. Basically, go to the stop between ref and bar (about 30 seconds in your video), now add 6 Nod tanks rushing your base and the whole GDI team shooting them...at this point you'll still hear the beeping sound loud and clear.

Subject: Re: Renguard vs sound files + advantage skins
Posted by Caveman on Mon, 12 Mar 2007 17:03:05 GMT
View Forum Message <> Reply to Message

Oh ok, I never knew such thing existed. Sorry to question you about it. I just assumed you meant the normal one.

Subject: Re: Renguard vs sound files + advantage skins
Posted by JohnDoe on Mon, 12 Mar 2007 17:27:18 GMT
View Forum Message <> Reply to Message

np...the only retard showing his disability in this thread was that puddle shithead

---

Subject: Re: Renguard vs sound files + advantage skins
Posted by Blazer on Mon, 12 Mar 2007 17:29:38 GMT
View Forum Message <> Reply to Message

Ah okay you mean amplified beeps. Yeah it should be simple to have RG block those.

Subject: Re: Renguard vs sound files + advantage skins
Posted by JohnDoe on Mon, 12 Mar 2007 17:33:54 GMT
View Forum Message <> Reply to Message

Nice.

Subject: Re: Renguard vs sound files + advantage skins
Posted by Spoony on Mon, 12 Mar 2007 18:41:27 GMT

Subject: Re: Renguard vs sound files + advantage skins
Posted by MexPirate on Mon, 12 Mar 2007 18:59:02 GMT

how was it that hard to understand what he meant?

I don't see how there can be any argument over the three things mentioned - they are cheats and should be blocked.

Subject: Re: Renguard vs sound files + advantage skins
Posted by Tunaman on Mon, 12 Mar 2007 19:14:27 GMT

Caveman wrote on Mon, 12 March 2007 10:45Ralphzehunter wrote on Mon, 12 March 2007 08:42You guys still don't understand what he is talking about. The c4 beep and the countdowns for the nukes made by blazer is NOT what he is talking about.
The nuke he is talking about has a very, very loud and high-pitched beep to it. You can just fly over each building with an orca to be able to find the beacon.. Can you do that with the one that counts down? No.
The stank sound he is talking about lets you hear whenever stanks are around.. If you would have actually tried it, it makes the stanks be heard as far as from one of the paths on islands to the other.. Basically getting rid of the "stealth" of the stealth tank.

Do you mean this? http://www.youtube.com/watch?v=15eyoka-VAA

If so i'm 99% sure that came with CP1/2
No. In the first sentence I said that I wasn't talking about that one.

Subject: Re: Renguard vs sound files + advantage skins
Posted by Caveman on Mon, 12 Mar 2007 19:38:37 GMT

Well with the standard one its rather high pitched and quite loud, if you hover over the building that has the ion/nuke y'all hear it. This is why I misunderstood and I apologized.

Subject: Re: Renguard vs sound files + advantage skins

Posted by Jimbo27 on Mon, 12 Mar 2007 19:39:03 GMT
View Forum Message <> Reply to Message

puddle_splasher wrote on Mon, 12 March 2007 04:16JohnDoe wrote on Sun, 11 March 2007 12:01Shut up, moron...this was directed at BHS, not some five-year-old that averages 200 points a game on a public.

LOL a moron!! Do as I said and get a fucking life.

If it was directed at BHS then you should have stated that. Then again, perhaps you think we are all psychic.

Ohhh! Hold on we are cause we know what your reply will be.

All the skins can be put to your advantage also. ie You will hear the Stank, yeah I agree that GDI will also hear you but thats just tough.

Its a game or perhaps we all forget that. A game that is rapidly dieing so IMHO any changes that are allowed may encourage players to stay a little longer.

While we are at it, this is a PUBLIC DISCUSSION CHANNEL, so if you do not want the PUBLIC to reply, would you consider posting in a private channel where, we the public, cannot give our thoughts?

Holy shit, you're retarded. You've made it very clear over and over that you have no clue what he's talking about. Fuck off.

Subject: Re: Renguard vs sound files + advantage skins
Posted by Tunaman on Mon, 12 Mar 2007 19:53:56 GMT
View Forum Message <> Reply to Message

Caveman wrote on Mon, 12 March 2007 14:38Well with the standard one its rather high pitched and quite loud, if you hover over the building that has the ion/nuke y'all hear it. This is why I misunderstood and I apologized.
No problem. ^^
It just looked like you were jumping on puddle splasher's little bandwagon when he actually had no clue what he was talking about.

Subject: Re: Renguard vs sound files + advantage skins
Posted by cmatt42 on Tue, 13 Mar 2007 01:02:57 GMT
View Forum Message <> Reply to Message

You can adjust the volume that affects the sounds; is the game a cheat?

Subject: Re: Renguard vs sound files + advantage skins
Posted by m1a1_abrams on Tue, 13 Mar 2007 02:21:32 GMT
View Forum Message <> Reply to Message

You could, but you'd have to increase it really high, at which point everything else effected by the same slider would be *even louder* than the louder beacon sound. I'm not sure that would make any difference. It depends on which slider affects the beacon? If it's the same one as all the gunshots, I assume it would get drowned out by everything else you made louder.

It might work, but you'd be an idiot for putting up with EVA completely screaming at you out of your speakers, or whatever other sounds you inadvertently bumped up.

Subject: Re: Renguard vs sound files + advantage skins
Posted by Blazer on Tue, 13 Mar 2007 02:33:43 GMT
View Forum Message <> Reply to Message

Usually people who argue that something is not an advantage, are using it exactly for the reason that it gives them an advantage, lol. They just throw out their "opinion" in an attempt to justify to keep using their cheats.

Subject: Re: Renguard vs sound files + advantage skins
Posted by JohnDoe on Tue, 13 Mar 2007 08:00:59 GMT
View Forum Message <> Reply to Message

cmatt42 wrote on Mon, 12 March 2007 19:02You can adjust the volume that affects the sounds; is the game a cheat?

Are you related to puddle? It's the same slider that effects every gunshot and explosion, dipshit.

Subject: Re: Renguard vs sound files + advantage skins
Posted by puddle_splasher on Tue, 13 Mar 2007 09:08:31 GMT
View Forum Message <> Reply to Message

Blazer wrote on Mon, 12 March 2007 20:33Usually people who argue that something is not an advantage, are using it exactly for the reason that it gives them an advantage, lol. They just throw out their "opinion" in an attempt to justify to keep using their cheats.

Lets get things straight!! Seeing as the shit is flying.

I DID misunderstand that there is a beacon cheat. My thoughts were that players were winging again as regards NORMAL BEEPS!!

It shows my naivety when I still dont know WTF Bleeps that you are talking about.

As regards "an attempt to justify to keep using their cheats" that may refer to some players but it certainly does not refer to me.

The problem that I have is that having never had any use or need for cheats, I made a comment based on what I believed that you were refering to. This was certainly opposed to what a few have now explained was and is the problem.

In the way of teaching players like myself, would it not be more beneficial to perhaps inform them as opposed to immediately flaming them because the said person does not have your knowledge and expertise? It really is the only way we can learn.

I now offer my apology in replying to a subject that I misinterpreted. My only hope is that it may be accepted.

Subject: Re: Renguard vs sound files + advantage skins
Posted by Sniper_De7 on Tue, 13 Mar 2007 11:12:09 GMT
View Forum Message <> Reply to Message

..

Subject: Re: Renguard vs sound files + advantage skins
Posted by m1a1_abrams on Tue, 13 Mar 2007 14:53:11 GMT
View Forum Message <> Reply to Message

Quote:In the way of teaching players like myself, would it not be more beneficial to perhaps inform them as opposed to immediately flaming them because the said person does not have your knowledge and expertise? It really is the only way we can learn.

He makes a very good point. Btw, if you go back to the start of this thread, you'll see Puddle's first reply is misinformed but not agressive, or offensive... and it's immediately followed by a nasty put down, that will just incite more flaming.

A lot of this thread is just mindless flaming by JohnDoe. I thought the new rules were to there to stop this kind of thing. If you read this thread it's the complete opposite of a welcoming, friendly community. There's a good point to the original discussion and I personally agree with what was said in the first post, but the knee jerk insults to anyone with a different opinion drags the forum down.

Subject: Re: Renguard vs sound files + advantage skins
Posted by JohnDoe on Tue, 13 Mar 2007 18:33:41 GMT
View Forum Message <> Reply to Message

My thread - my rules. Douchebags will have to perform their circle jerk elsewhere.

Subject: Re: Renguard vs sound files + advantage skins
Posted by Crimson on Tue, 13 Mar 2007 19:23:23 GMT
View Forum Message <> Reply to Message

Ralphzehunter wrote on Mon, 12 March 2007 07:42
The nuke he is talking about has a very, very loud and high-pitched beep to it. You can just fly over each building with an orca to be able to find the beacon.. Can you do that with the one that counts down? No.

Yes. On flying maps, when I hear a beacon placed, I do a flyover to find it and I can hear it. I use the normal CP1 Blazer's countdown beep.

Subject: Re: Renguard vs sound files + advantage skins
Posted by Tunaman on Tue, 13 Mar 2007 19:26:41 GMT
View Forum Message <> Reply to Message

Crimson wrote on Tue, 13 March 2007 14:23Ralphzehunter wrote on Mon, 12 March 2007 07:42
The nuke he is talking about has a very, very loud and high-pitched beep to it. You can just fly over each building with an orca to be able to find the beacon.. Can you do that with the one that counts down? No.

Yes. On flying maps, when I hear a beacon placed, I do a flyover to find it and I can hear it. I use the normal CP1 Blazer's countdown beep.
My bad, I know that but I meant not having to go close to the buildings.. With the one I'm talking about you can fly high over and still hear it and its incredibly obvious still..

Subject: Re: Renguard vs sound files + advantage skins
Posted by Crimson on Tue, 13 Mar 2007 19:30:32 GMT
View Forum Message <> Reply to Message

I wouldn't want a loud beacon sound... that's when you get someone going "PP! IT'S IN THE PP!" and everyone runs there and it was actually in the ref and you get pwned.

Subject: Re: Renguard vs sound files + advantage skins
Posted by Romaner on Tue, 13 Mar 2007 19:58:29 GMT
View Forum Message <> Reply to Message

nvm i decided to not post in here

Subject: Re: Renguard vs sound files + advantage skins
Posted by cmatt42 on Tue, 13 Mar 2007 20:55:26 GMT
View Forum Message <> Reply to Message

JohnDoe wrote on Tue, 13 March 2007 02:00cmatt42 wrote on Mon, 12 March 2007 19:02You can adjust the volume that affects the sounds; is the game a cheat?

Are you related to puddle? It's the same slider that effects every gunshot and explosion, dipshit. Oh, it looks like I can't argue with petty insults and with an expert on being a clueless cheater.

As for the sounds, regardless of them being all tied to every sound, I can hear them better as they are louder.
Quote:My thread - my rules.
Mmm, nope. Try again.

Subject: Re: Renguard vs sound files + advantage skins
Posted by Goztow on Tue, 13 Mar 2007 21:19:40 GMT
View Forum Message <> Reply to Message

I don't want to be annoying but while we're at it:
"Crimson"The user known as "JohnDoe" on here registered the name "CrLmson" on XWIS which looks like my name in the in-game font. He went on several large servers and cheated as me with repair hacks and damage hacks. The username and assosciated serial are now banned from XWIS for Admin Impersonation.
Who said someone was a hypocrite again?

Edit: sorry for going offtopic.

Subject: Re: Renguard vs sound files + advantage skins
Posted by JohnDoe on Tue, 13 Mar 2007 21:28:30 GMT
View Forum Message <> Reply to Message

End of the day, you're a lonely geek that made an extremely stupid contribution to this thread while being serious.

While we're at it, you might be able to answer me this: Why is it that all of the extremely nerdy people such as yourself always make tools, hack, participate in screenshot events, look at gamelogs, etc instead of learning how to play the friggan game? So creepy...I envy your sig.

Subject: Re: Renguard vs sound files + advantage skins
Posted by JohnDoe on Tue, 13 Mar 2007 21:33:15 GMT
View Forum Message <> Reply to Message

Goztow wrote on Tue, 13 March 2007 15:19I don't want to be annoying but while we're at it:

"Crimson"The user known as "JohnDoe" on here registered the name "CrLmson" on XWIS which looks like my name in the in-game font. He went on several large servers and cheated as me with repair hacks and damage hacks. The username and assosciated serial are now banned from XWIS for Admin Impersonation.
Who said someone was a hypocrite again?

Edit: sorry for going offtopic.

You're trying to earn an improved status in IRC or something? Do you think I give a shit about public servers? All I want is clean clangames, so gather up your fellow homos and take your circle jerk to another thread.

Subject: Re: Renguard vs sound files + advantage skins
Posted by icedog90 on Tue, 13 Mar 2007 21:34:30 GMT
View Forum Message <> Reply to Message

That's enough with the flaming. Please take it elsewhere.

Subject: Re: Renguard vs sound files + advantage skins
Posted by Spoony on Wed, 14 Mar 2007 01:25:19 GMT
View Forum Message <> Reply to Message

Crimson wrote on Tue, 13 March 2007 13:30I wouldn't want a loud beacon sound... that's when you get someone going "PP! IT'S IN THE PP!" and everyone runs there and it was actually in the ref and you get pwned.
tbh. JohnDoe mentioned this to me shortly before our league's skins rule was changed, and I wasn't immediately 100% convinced... then he demonstrated, and all doubts were gone that it's nothing less than a cheat.

Subject: Re: Renguard vs sound files + advantage skins
Posted by JohnDoe on Wed, 14 Mar 2007 09:24:25 GMT
View Forum Message <> Reply to Message

Blazer already said OK to all 3...my job here is done.

Subject: Re: Renguard vs sound files + advantage skins
Posted by trooprm02 on Sun, 18 Mar 2007 19:25:58 GMT
View Forum Message <> Reply to Message

how about constant pure mode? that would the the easiet thing to apply. And instead, just have non-rg rpg server dont have to have pure mode.

Subject: Re: Renguard vs sound files + advantage skins
Posted by Deathgod on Wed, 21 Mar 2007 20:55:14 GMT
View Forum Message <> Reply to Message

So let me get this straight... Renguard is going to ban vehicle sounds now?

Subject: Re: Renguard vs sound files + advantage skins
Posted by trooprm02 on Wed, 21 Mar 2007 22:04:54 GMT
View Forum Message <> Reply to Message

only sounds that would give players an advantage, and these shouldn't have been allowed in the first place so..

Subject: Re: Renguard vs sound files + advantage skins
Posted by Goztow on Thu, 22 Mar 2007 07:57:02 GMT
View Forum Message <> Reply to Message

It's not going to ban, it won't allow you to play Renegade with Renguard if you have them. That's all.

Subject: Re: Renguard vs sound files + advantage skins
Posted by Deathgod on Thu, 22 Mar 2007 11:25:07 GMT
View Forum Message <> Reply to Message

That's a shame, I have sounds for all the vehicles that I particularly enjoy listening to. Is this only going to be on pure-mode enforced servers or is it global?

Subject: Re: Renguard vs sound files + advantage skins
Posted by Jerad2142 on Thu, 22 Mar 2007 16:39:36 GMT
View Forum Message <> Reply to Message

It will only block you if you have modified vehicle engine sounds for the vehicle (like perhaps you stealth tank sounds like a recon bike).

Subject: Re: Renguard vs sound files + advantage skins
Posted by Renx on Thu, 22 Mar 2007 16:47:13 GMT
View Forum Message <> Reply to Message

It would be great if servers had the options of choosing which files to block.

Subject: Re: Renguard vs sound files + advantage skins
Posted by JohnDoe on Thu, 22 Mar 2007 18:28:26 GMT
View Forum Message <> Reply to Message

Deathgod wrote on Thu, 22 March 2007 05:25That's a shame, I have sounds for all the vehicles that I particularly enjoy listening to. Is this only going to be on pure-mode enforced servers or is it global?

I think nobody will lose interest in Renegade just because they can't use a custom stank sound anymore...apart from the cheaters.

Subject: Re: Renguard vs sound files + advantage skins
Posted by JPNOD on Thu, 22 Mar 2007 19:17:46 GMT
View Forum Message <> Reply to Message

pure ren ftw.

Subject: Re: Renguard vs sound files + advantage skins
Posted by Deathgod on Fri, 23 Mar 2007 03:41:20 GMT
View Forum Message <> Reply to Message

JohnDoe wrote on Thu, 22 March 2007 13:28Deathgod wrote on Thu, 22 March 2007 05:25That's a shame, I have sounds for all the vehicles that I particularly enjoy listening to. Is this only going to be on pure-mode enforced servers or is it global?

I think nobody will lose interest in Renegade just because they can't use a custom stank sound anymore...apart from the cheaters.

So I'm a cheater since I use custom sounds for things? Good logic.

Subject: Re: Renguard vs sound files + advantage skins
Posted by Jerad2142 on Fri, 23 Mar 2007 03:58:12 GMT
View Forum Message <> Reply to Message

Deathgod wrote on Thu, 22 March 2007 21:41JohnDoe wrote on Thu, 22 March 2007 13:28Deathgod wrote on Thu, 22 March 2007 05:25That's a shame, I have sounds for all the vehicles that I particularly enjoy listening to. Is this only going to be on pure-mode enforced servers or is it global?

I think nobody will lose interest in Renegade just because they can't use a custom stank sound anymore...apart from the cheaters.

So I'm a cheater since I use custom sounds for things? Good logic.
That depends. What sounds?

Subject: Re: Renguard vs sound files + advantage skins
Posted by Deathgod on Fri, 23 Mar 2007 06:09:11 GMT
View Forum Message <> Reply to Message

I have custom sounds for most of the vehicles, the PT purchase sound, some of the guns, and I created a whole soundpack to replace the entire radio. I don't think any of it gives me an advantage, but it is funny.

Subject: Re: Renguard vs sound files + advantage skins
Posted by Tunaman on Fri, 23 Mar 2007 06:18:44 GMT
View Forum Message <> Reply to Message

The only thing he's talking about is those gay sounds for the STEALTH tank that let you hear them from a mile away.. Has nothing to do with all of that stuff. :\

Subject: Re: Renguard vs sound files + advantage skins
Posted by JohnDoe on Fri, 23 Mar 2007 09:49:47 GMT
View Forum Message <> Reply to Message

Deathgod wrote on Thu, 22 March 2007 21:41JohnDoe wrote on Thu, 22 March 2007 13:28Deathgod wrote on Thu, 22 March 2007 05:25That's a shame, I have sounds for all the vehicles that I particularly enjoy listening to. Is this only going to be on pure-mode enforced servers or is it global?

I think nobody will lose interest in Renegade just because they can't use a custom stank sound anymore...apart from the cheaters.

So I'm a cheater since I use custom sounds for things? Good logic.

Do you really need your Stealth Tank sound this badly?

Subject: Re: Renguard vs sound files + advantage skins
Posted by Goztow on Fri, 23 Mar 2007 10:36:18 GMT
View Forum Message <> Reply to Message

JohnDoe wrote on Fri, 23 March 2007 10:49Deathgod wrote on Thu, 22 March 2007 21:41JohnDoe wrote on Thu, 22 March 2007 13:28Deathgod wrote on Thu, 22 March 2007 05:25That's a shame, I have sounds for all the vehicles that I particularly enjoy listening to. Is this only going to be on pure-mode enforced servers or is it global?

I think nobody will lose interest in Renegade just because they can't use a custom stank sound anymore...apart from the cheaters.

So I'm a cheater since I use custom sounds for things? Good logic.

Do you really need your Stealth Tank sound this badly?
How do you expect him to hear the stank coming from across the field, otherwise?????

Subject: Re: Renguard vs sound files + advantage skins
Posted by tompie15 on Fri, 23 Mar 2007 11:18:29 GMT
View Forum Message <> Reply to Message

i always play media player i even don't hear any stank coming

---

Subject: Re: Renguard vs sound files + advantage skins
Posted by Jerad2142 on Fri, 23 Mar 2007 14:06:10 GMT
View Forum Message <> Reply to Message

tompie15 wrote on Fri, 23 March 2007 05:18i always play media player i even don't hear any stank coming
Thats okay, its when they make the STANK sound like Tib Sun's Guard Tower Alarm (or something like that) that is it not okay.

Subject: Re: Renguard vs sound files + advantage skins
Posted by Deathgod on Fri, 23 Mar 2007 18:42:48 GMT
View Forum Message <> Reply to Message

Changing the volume of the sounds doesn't change their minimum hearing distance, it would only make them easier to pick out in the crowd of noise in a large battle. It's kinda like how changing the cloak skin doesn't mean you can see them from farther out, the minimum view distance is still 50 feet.

Subject: Re: Renguard vs sound files + advantage skins
Posted by Jerad2142 on Sat, 24 Mar 2007 06:08:28 GMT
View Forum Message <> Reply to Message

Deathgod wrote on Fri, 23 March 2007 12:42Changing the volume of the sounds doesn't change their minimum hearing distance, it would only make them easier to pick out in the crowd of noise in a large battle. It's kinda like how changing the cloak skin doesn't mean you can see them from farther out, the minimum view distance is still 50 feet.
Yes a sound that would fade to the point of where it could not be heard a 40 meters could be made loud enough to be heard at 50 meters (requiring that its max volume radius was originally at 50).

Subject: Re: Renguard vs sound files + advantage skins
Posted by Deathgod on Sat, 24 Mar 2007 06:20:57 GMT
View Forum Message <> Reply to Message

Way to affirm what I said.

Subject: Re: Renguard vs sound files + advantage skins
Posted by Jerad2142 on Sat, 24 Mar 2007 06:27:04 GMT
View Forum Message <> Reply to Message

Deathgod wrote on Sat, 24 March 2007 00:20Way to affirm what I said.
I thought you said Maximum distance.

Subject: Re: Renguard vs sound files + advantage skins
Posted by Deathgod on Sat, 24 Mar 2007 06:29:01 GMT
View Forum Message <> Reply to Message

What I said was changing the volume doesn't change the distance it's heard at, which you then
repeated in more words. GG

Subject: Re: Renguard vs sound files + advantage skins
Posted by Jerad2142 on Sat, 24 Mar 2007 06:32:55 GMT
View Forum Message <> Reply to Message

I said it could be changed if the sound is quiet enough you will not be able to hear it form the max
volume distance.

Subject: Re: Renguard vs sound files + advantage skins
Posted by Javaxcx on Sat, 24 Mar 2007 06:35:35 GMT
View Forum Message <> Reply to Message

I'm using the same soundpacks as deathgod and it is idiotic to suggest I should have to remove
them on the grounds that you people think having altered sounds from the otherwise boring stock
track is cheating. Stop sucking and strangely all this cheating bullshitery goes away.

Subject: Re: Renguard vs sound files + advantage skins
Posted by Tunaman on Sat, 24 Mar 2007 06:53:30 GMT
View Forum Message <> Reply to Message

You guys seriously have no clue what you're talking about, gtfo.

Subject: Re: Renguard vs sound files + advantage skins
Posted by Javaxcx on Sat, 24 Mar 2007 07:09:08 GMT

can it, queer. The notion that you can hear a stealth tank or any other facsimile thereof any closer based on the .wav file has been effectively debunked.

Subject: Re: Renguard vs sound files + advantage skins
Posted by Tunaman on Sat, 24 Mar 2007 08:20:32 GMT

I don't see why you're crying about keeping a sound for your stealth tank.. Its not like its keeping you from having any other sounds and if you have ever heard of the stealth sound that we were talking about, you'd know what we were talking about. It basically takes the stealth out of the stealth tank, as you can tell whenever a stank is anywhere near you. I just tested it out, you can hear a stank from one bridge to another on islands.. Kinda defeats the purpose of the stealth part of a stealth tank.
I honestly don't see why you guys are bitching about having to remove one sound from your data folder.. I doubt it will kill you, and the sound file is being used by some people as a cheat to know whenever stanks are around. If you really think that they should be allowed because you have one legit stank sound then I guess RG should also allowed modified objects files because there are some legit ones out there that aren't cheats.

Subject: Re: Renguard vs sound files + advantage skins
Posted by Sniper_De7 on Sat, 24 Mar 2007 11:40:45 GMT

Blazer wrote on Mon, 12 March 2007 12:29I agree with #1 and #3. #2 however, Crimson said that in the beta they tried playing with no beeping beacons, and it was *impossible* to find them and *every* beacon always went off.

If you want to challenge yourself, you could always put a 0 byte soundfile with the same name as the beacon beeping sound, and you won't hear it anymore
Ah okay you mean amplified beeps. Yeah it should be simple to have RG block those.

I do believe you should be arguing your point against blazer now.

I like how you threw in the "stop sucking" part, though. I am glad we are graced with the presence of a pro in the room. Perhaps puddle will make another appearance and he can tell us some tactics and strategies he's learned since first decade.

Subject: Re: Renguard vs sound files + advantage skins

Posted by [JohnDoe](#) on Sat, 24 Mar 2007 12:16:33 GMT
View Forum Message <> Reply to Message

Haha...2v1, FUD?

Subject: Re: Renguard vs sound files + advantage skins
Posted by [Deathgod](#) on Sat, 24 Mar 2007 15:33:32 GMT
View Forum Message <> Reply to Message

I fail to see what allowing one of us to beat on you and a friend would prove.

While I can understand you guys don't want "l33t hax0rz" to be using this amazing magical stealth tank sound, are you going to check the footsteps while you're at it since people could crank those up and tell where SBHs are? This seems like a slippery slope to be heading down and it's basically starting to force people to play in pure mode. Are you going to start forcing resolutions and brightness settings on people too, since you can adjust those for an advantage? What about DPI settings on mice?

Subject: Re: Renguard vs sound files + advantage skins
Posted by [Jerad2142](#) on Sat, 24 Mar 2007 15:38:00 GMT
View Forum Message <> Reply to Message

I suppose you could make the foot steps make a Air Raid Siren sound, that would definitely give you an advantage.

Subject: Re: Renguard vs sound files + advantage skins
Posted by [Zion](#) on Sat, 24 Mar 2007 15:40:33 GMT
View Forum Message <> Reply to Message

It would be annoying as hell though.

I don't see what the problem is of using stereo headphones and listening to the sounds of the enemy, then facing that direction and shooting randomly to pick him/her up.

Subject: Re: Renguard vs sound files + advantage skins
Posted by [Javaxcx](#) on Sat, 24 Mar 2007 16:08:18 GMT
View Forum Message <> Reply to Message

Ralphzehunter wrote on Sat, 24 March 2007 03:20I don't see why you're crying about keeping a sound for your stealth tank.. Its not like its keeping you from having any other sounds and if you have ever heard of the stealth sound that we were talking about, you'd know what we were talking about. It basically takes the stealth out of the stealth tank, as you can tell whenever a stank is

anywhere near you. I just tested it out, you can hear a stank from one bridge to another on islands.. Kinda defeats the purpose of the stealth part of a stealth tank.

I honestly don't see why you guys are bitching about having to remove one sound from your data folder.. I doubt it will kill you, and the sound file is being used by some people as a cheat to know whenever stanks are around. If you really think that they should be allowed because you have one legit stank sound then I guess RG should also allowed modified objects files because there are some legit ones out there that aren't cheats.

What you fail to understand is that I don't care about your little uninformed crusade here. The only reason you could claim a custom sound would make a stealth unit or beacon 'louder' isn't what the volume of the .wav file is. It's the frequency of the sound juxtaposed against the sounds that you are used to that could ever be interpreted the way you're saying. We choose to play the Hockey Night in Canada theme for our stealth tanks because it's fucking hilarious to participate in an attack comprised of 4 or 5 stealth tanks bellowing the same tune. It's equally hilarious when you respawn in a game only to hear the twinging tune followed by the UAV telling you that your base is no more.

What you are saying is that this is cheating. I would tell you that it in fact is not, and is nothing more then harmless fun being added to the game. I would go further and tell you to fuck yourself as well for continuing on with this meaningless campaign as if it were a solution to all the times you've lost a stealth tank or had a beacon found out. I would reckon, again, it is because you suck and not the case in which the other player has some kind of veiled advantage.

Subject: Re: Renguard vs sound files + advantage skins
Posted by Javaxcx on Sat, 24 Mar 2007 16:11:15 GMT
View Forum Message <> Reply to Message

Sniper_De7 wrote on Sat, 24 March 2007 06:40
I like how you threw in the "stop sucking" part, though. I am glad we are graced with the presence of a pro in the room. Perhaps puddle will make another appearance and he can tell us some tactics and strategies he's learned since first decade.

I call'em as I see'em. You twits are complaining about a non-issue in hopes that you'll stop DAS TERORLISTS from ruining your game. The only thing you'll succeed in putting an end to is the freedom by which the end user can play his game legitimately.

Subject: Re: Renguard vs sound files + advantage skins
Posted by JohnDoe on Sat, 24 Mar 2007 17:05:48 GMT
View Forum Message <> Reply to Message

Quote:We choose to play the Hockey Night in Canada theme for our stealth tanks because it's fucking hilarious to participate in an attack comprised of 4 or 5 stealth tanks bellowing the same

tune.

Are you going to tell me that your gay little theme isn't easier to detect that the default sound? Seriously, if listening to that seems to be such an important form of entertainment in your life, then why not use it for the Flametank or whatever? Amped up Stank sounds are almost as effective as Radar Hack...kinda sad that you'd want people to continue being able to use such a cheat.

You two are probably the types that play in public servers and think they're the shit because they can get MVP every once in a while...sorry to break this to you, but De7, me and even Ralph are way out of your league...using "you suck" in your arguement makes you look even more foolish...I'm willing to kick both of your asses at once, but you'll probably pull the typical noobmove and find some excuse to dodge.

Subject: Re: Renguard vs sound files + advantage skins
Posted by Javaxcx on Sat, 24 Mar 2007 17:50:48 GMT
View Forum Message <> Reply to Message

I'm sorry, who are you again? I'm having difficulty making out what you're saying on that high horse you've fastened yourself to.

I hate to break it to you kid, but it's not cheating. I have been playing this game long enough to be utterly bored of virtually every aspect of the modible interface. All my Nod characters are a darker shade of gray to spice things up, my flame tanks have a big smily face on them, my stealth tanks have a bumper sticker that says "SURPRISE" and virtually every sound in the game has been changed to be more realistic or far less dull. I hate to break it to you, but you can hear the roar of the engines just as effectively as you can hear the sticks come onto the ice. Your continued vacuous platitudes on this matter lead me to believe you actually have no concept of how these sounds actually operate in the game.

Thus, if you actually consider it cheating then I am going to have to subscribe to the theorem of intellectual osmosis; moving away from you before my intelligence begins to suck out of my head faster then you can bitch about yet another trivial aspect of this game.

Subject: Re: Renguard vs sound files + advantage skins
Posted by JohnDoe on Sat, 24 Mar 2007 18:29:53 GMT
View Forum Message <> Reply to Message

Ask any clanwar player, they'll know. Nice dodge btw...didn't expect you to have any backbone.

I've tried out enough Stank sounds to know how they operate, so spare me your crap. You're simply scared of losing a file that makes you suck a little less...otherwise you'd just give your silly theme to the Flametank instead of suffering a mental brakedown over it.

Subject: Re: Renguard vs sound files + advantage skins
Posted by Javaxcx on Sat, 24 Mar 2007 18:49:06 GMT
View Forum Message <> Reply to Message

Surely you're not talking about the same clanwar.cc group of invalids that think a demonstration of nerd warfare determines any kind of logical legitimacy in an argument. I'm not going to play you in any kind of scripted game because frankly I don't care about you or your small uninformed opinions. Frankly, when you say "GR FUD U 2V1 ME OR UR DODGR" all my screen says is "I can't stop thinking about cock".

I am already satisfied with my flame tank engine sound and my stealth tank engine sound and will not change it on the grounds that you think I am 'cheating' when I am most certainly am not. Thankfully you are not a final decision maker for the Renguard system and entirely subjective issues like this are not at your discretion and not subject to your mindless sophistry.

Subject: Re: Renguard vs sound files + advantage skins
Posted by Deathgod on Sat, 24 Mar 2007 18:59:14 GMT
View Forum Message <> Reply to Message

I actually have a theme for all my vehicles, not just the stealth tank. My flame tank plays "The Heat is On," my mammoth plays "Fat" by Weird Al, my Stank has the Hockey Night theme, and my APCs play the William Tell Overture for GDI and the Imperial Theme from Star Wars for Nod. If that's cheating I guess I will have to quit playing, because after playing vanilla Ren for about 6 years it's just not that much fun anymore.

Subject: Re: Renguard vs sound files + advantage skins
Posted by JohnDoe on Sat, 24 Mar 2007 19:18:24 GMT
View Forum Message <> Reply to Message

I don't know how the crap you just mumbled changes that the top clanwars.cc players such as myself are absolutely superior compared to your kind in terms of Renegade skill. I'm willing to demonstrate this by beating you 2v1, but it seems as if you lack the backbone and would rather spread your homosexual fantasies. You're like the pseudo-intellectual version of Trooper02.

Oh and yes, you should consider quitting Renegade and catching some fresh air if you're THAT desperate for keeping a single advantageous sound.

On a side note: I've never understood how people can play a game for so long and still not figure it out properly...how do you guys explain your sucking?

Subject: Re: Renguard vs sound files + advantage skins
Posted by Javaxcx on Sat, 24 Mar 2007 19:25:12 GMT
View Forum Message <> Reply to Message

For someone claiming to be so great, you're pretty piss poor at reading comprehension. This has nothing to do with a pissing contest you mental giant. It has everything to do with the illegitimacy of your arguments.

Subject: Re: Renguard vs sound files + advantage skins
Posted by Deathgod on Sat, 24 Mar 2007 19:59:22 GMT
View Forum Message <> Reply to Message

I don't really give a shit what a bunch of clanfag.cc players think, personally. If I felt like playing a game like this 1v1, I'd go back to playing C&C.

Subject: Re: Renguard vs sound files + advantage skins
Posted by Tunaman on Sat, 24 Mar 2007 20:05:07 GMT
View Forum Message <> Reply to Message

Javaxcx wrote on Sat, 24 March 2007 14:25For someone claiming to be so great, you're pretty piss poor at reading comprehension. This has nothing to do with a pissing contest you mental giant. It has everything to do with the illegitimacy of your arguments.
^ says the guy who doesn't even know the stealth sound we're talking about and hasn't ever heard it. JohnDoe and I have some of the best tanks in Renegade at the moment, so its nothing like we keep losing stealth tanks because we "suck". Like I said, you can hear the stank from one bridge to another on Islands.. I'm guessing you didn't read that part.
Do you have a mental disorder or something? Noone's saying that your hockey theme or whatever is cheating, and I even said that we weren't talking about whatever sounds you guys were talking about.
It does kinda amuse me how pissed off you are getting at the fact you might have to remove one sound from your Renegade data. It might not be an issue with you but it is with people who actually play renegade competitively.

Subject: Re: Renguard vs sound files + advantage skins
Posted by JohnDoe on Sat, 24 Mar 2007 20:05:43 GMT
View Forum Message <> Reply to Message

Right, that's why you brought up the "you suck" aspect...good once, hypocrite.

So far it's become painfully obvious that a) your queer TV themesong is more noticable than the default engine sound and b) you're suffering a nervous brakedown in the process of losing your little advantage, which further proves my point. It's pathetic how unwilling you are to give up one of your 15+ vehicle sounds in order to stop a cheat...time to catch some fresh air.

Subject: Re: Renguard vs sound files + advantage skins
Posted by Deathgod on Sat, 24 Mar 2007 20:07:49 GMT

Ralphzehunter wrote on Sat, 24 March 2007 15:05
It does kinda amuse me how pissed off you are getting at the fact you might have to remove one sound from your Renegade data. It might not be an issue with you but it is with people who actually play renegade competitively.

Whenever a small minority decides to make decisions for a group, it is a problem. That is what you are proposing.

Subject: Re: Renguard vs sound files + advantage skins
Posted by Tunaman on Sat, 24 Mar 2007 20:11:12 GMT

Deathgod wrote on Sat, 24 March 2007 15:07Ralphzehunter wrote on Sat, 24 March 2007 15:05 It does kinda amuse me how pissed off you are getting at the fact you might have to remove one sound from your Renegade data. It might not be an issue with you but it is with people who actually play renegade competitively.

Whenever a small minority decides to make decisions for a group, it is a problem. That is what you are proposing.
That's BHS's problem, not ours. They're the ones who control Renguard, not anyone else. I don't see where you're going with this.

Subject: Re: Renguard vs sound files + advantage skins
Posted by JohnDoe on Sat, 24 Mar 2007 20:13:10 GMT

Ralphzehunter wrote on Sat, 24 March 2007 14:05Javaxcx wrote on Sat, 24 March 2007 14:25For someone claiming to be so great, you're pretty piss poor at reading comprehension. This has nothing to do with a pissing contest you mental giant. It has everything to do with the illegitimacy of your arguments.
^ says the guy who doesn't even know the stealth sound we're talking about and hasn't ever heard it. JohnDoe and I have some of the best tanks in Renegade at the moment, so its nothing like we keep losing stealth tanks because we "suck". Like I said, you can hear the stank from one bridge to another on Islands.. I'm guessing you didn't read that part.
Do you have a mental disorder or something? Noone's saying that your hockey theme or whatever is cheating, and I even said that we weren't talking about whatever sounds you guys were talking about.
It does kinda amuse me how pissed off you are getting at the fact you might have to remove one sound from your Renegade data. It might not be an issue with you but it is with people who actually play renegade competitively.

I'm sure his sound isn't nearly as bad as the cheat that we want banned, but his queer anthem won't really blend in with the environment like it's supposed to, either. I'd say it's at the neonglow sniper/stealth/c4 level...the amplified sound on the other hand is an undeniable cheat.

Subject: Re: Renguard vs sound files + advantage skins
Posted by Javaxcx on Sat, 24 Mar 2007 21:45:17 GMT
View Forum Message <> Reply to Message

Actually, you'll find that our soundfont is anything but a cheat and, ipso facto, we should be allowed to continue using it. You two want a cheat banned, that's fine. Ban the cheater when you see him in your server. If you want to bellyache about 'blending in with the environment' maybe you should go play on a pure server and leave the rest of us alone who don't have our nuts so tightly bound up.

Subject: Re: Renguard vs sound files + advantage skins
Posted by Deathgod on Sat, 24 Mar 2007 21:49:27 GMT
View Forum Message <> Reply to Message

Ralphzehunter wrote on Sat, 24 March 2007 15:11Deathgod wrote on Sat, 24 March 2007 15:07Ralphzehunter wrote on Sat, 24 March 2007 15:05
It does kinda amuse me how pissed off you are getting at the fact you might have to remove one sound from your Renegade data. It might not be an issue with you but it is with people who actually play renegade competitively.

Whenever a small minority decides to make decisions for a group, it is a problem. That is what you are proposing.
That's BHS's problem, not ours. They're the ones who control Renguard, not anyone else. I don't see where you're going with this.

Usually the people who agree with the minority in power don't.

Subject: Re: Renguard vs sound files + advantage skins
Posted by Tunaman on Sat, 24 Mar 2007 21:58:18 GMT
View Forum Message <> Reply to Message

So I'm guessing you don't happen to be going anywhere with that statement? I don't see why you're arguing with us when you could be arguing with Blazer, the guy who's actually in control of what RG blocks.

Subject: Re: Renguard vs sound files + advantage skins
Posted by Javaxcx on Sat, 24 Mar 2007 22:14:29 GMT
View Forum Message <> Reply to Message

Preventing your vapid stupidity from getting any kind of attention sounds like a pretty good reason for him to post.

Subject: Re: Renguard vs sound files + advantage skins
Posted by JohnDoe on Sat, 24 Mar 2007 22:21:44 GMT
View Forum Message <> Reply to Message

Javaxcx wrote on Sat, 24 March 2007 15:45Actually, you'll find that our soundfont is anything but a cheat and, ipso facto, we should be allowed to continue using it. You two want a cheat banned, that's fine. Ban the cheater when you see him in your server. If you want to bellyache about 'blending in with the environment' maybe you should go play on a pure server and leave the rest of us alone who don't have our nuts so tightly bound up.

OK now how exactly would you ban the cheater? Ask him for his sound?

Face it, you don't really have the slightest clue about this stuff, so do us all a favor and let the people who do decide these things. Good luck trying to figure out Renegade in the meantime!

Subject: Re: Renguard vs sound files + advantage skins
Posted by Javaxcx on Sat, 24 Mar 2007 22:24:00 GMT
View Forum Message <> Reply to Message

I would ban the fag and get a move on with my day. You on the other hand evidently, would happily grill him up a steak and give him a blowjob while you made up your mind.

Subject: Re: Renguard vs sound files + advantage skins
Posted by Deathgod on Sat, 24 Mar 2007 22:25:53 GMT
View Forum Message <> Reply to Message

Ralphzehunter wrote on Sat, 24 March 2007 16:58So I'm guessing you don't happen to be going anywhere with that statement? I don't see why you're arguing with us when you could be arguing with Blazer, the guy who's actually in control of what RG blocks.

I don't see him in here being a jackass and whining about custom sounds, I see you here. You've also made numerous comments which were short-sighted and ill-conceived, somewhat like you.

Subject: Re: Renguard vs sound files + advantage skins
Posted by Tunaman on Sat, 24 Mar 2007 23:45:50 GMT
View Forum Message <> Reply to Message

Javaxcx wrote on Sat, 24 March 2007 17:24I would ban the fag and get a move on with my day. You on the other hand evidently, would happily grill him up a steak and give him a blowjob while you made up your mind.
Try reading his post and you'll understand what he's talking about. How are you supposed to know if someone has the sound or not? How are you supposed to test for it?

I like how the only way that you guys can try to attack my arguments is by ad hominem. Keep up

the good work! You're really proving your point there!

Subject: Re: Renguard vs sound files + advantage skins
Posted by Javaxcx on Sun, 25 Mar 2007 00:00:39 GMT
View Forum Message <> Reply to Message

I have already satisfactorily responded to your poorly drawn up conclusions about this topic. They fail to deliver on the grounds that you scrubs have no conception on how these sounds operate; a little tidbit of information you've clearly taken with a grain of salt strangely. Now, it simply empty rhetoric on your part, and witty quibs on our's.

Frankly, the stupidity and slow wittedness of your current thought process leaves little to be desired in an actual gameplay situation. If you don't see an inherent problem with someone say, shooting your stealth tank from accross the map because you suspect they can hear you, I hardly think anything short of direct intervention by StiffyBoot™ is called for. You apparently think otherwise. Thank God you're not on the design team or this game would have already been six feet under. I suggest you stop wearing diapers and grow up, because what you purpose has an adverse effect an law abiding and honest gamers like myself and Deathgod.

Or perhaps you could get off your arse and make your own version of rengaurd and run it on your insignificant servers the way you would like to?

Subject: Re: Renguard vs sound files + advantage skins
Posted by Sir Kane on Sun, 25 Mar 2007 00:12:59 GMT
View Forum Message <> Reply to Message

100% truth right above.

Subject: Re: Renguard vs sound files + advantage skins
Posted by Tunaman on Sun, 25 Mar 2007 02:51:46 GMT
View Forum Message <> Reply to Message

What disorder do you have again? I already said that this has nothing to do with any of us "losing stealth tanks" because we suck, or even getting shot from far away and suspected someone has the sound effect. You never replied to me besides saying that I was fag and didn't know what I was talking about, yet I'm the one who's actually seen the effects of the sound. :\ I'm not saying anything like the .wav file can change the distance at which the game plays the sound, its just the fact that the default sound can't be heard from that far away normally. But I guess your disorder doesn't let you comprehend any of our posts, as every time you post you're talking about a whole idea and situation than we are. Its pretty funny how you complain about how stupid we are when you can't even comprehend a 2-line response from JohnDoe.

And lol @ SK, gotten over your addiction to cheating yet?

Subject: Re: Renguard vs sound files + advantage skins
Posted by Renx on Sun, 25 Mar 2007 03:54:02 GMT
View Forum Message <> Reply to Message

As mentioned above, louder sounds do NOT mean you can hearstealth tanks from farther away. There is a set distance or which you can hear stealth tanks, and no matter how loud they are you will not be able to hear them from farther away unless you are also running an objects.ddb modded so that you can hear stankd from a increased distanced. Anyone with half a brain can already hear the default stank sound from within the default distance, so making it louder will not provide a significant distance.

As a mentioned before, I think an appropriate compromised would be to either add sounds puremode and allow for mods to force puremode on specific players, OR to allow server owners to specify which files to block. An outright ban on certain sound files would be unfair to everyone.

Subject: Re: Renguard vs sound files + advantage skins
Posted by Tunaman on Sun, 25 Mar 2007 06:21:32 GMT
View Forum Message <> Reply to Message

Here's an example: http://www.youtube.com/watch?v=8wmFTGTH-k0

Btw, if anyone has a better place to put videos, please tell me because my ftp is down and that's the only place I knew I could post it at.

Subject: Re: Renguard vs sound files + advantage skins
Posted by Javaxcx on Sun, 25 Mar 2007 07:00:28 GMT
View Forum Message <> Reply to Message

Ralphzehunter wrote on Sat, 24 March 2007 21:51What disorder do you have again? I already said that this has nothing to do with any of us "losing stealth tanks" because we suck, or even getting shot from far away and suspected someone has the sound effect. You never replied to me besides saying that I was fag and didn't know what I was talking about, yet I'm the one who's actually seen the effects of the sound. :\ I'm not saying anything like the .wav file can change the distance at which the game plays the sound, its just the fact that the default sound can't be heard from that far away normally. But I guess your disorder doesn't let you comprehend any of our posts, as every time you post you're talking about a whole idea and situation than we are. Its pretty funny how you complain about how stupid we are when you can't even comprehend a 2-line response from JohnDoe.

And lol @ SK, gotten over your addiction to cheating yet?

I believe you are mistaken friend. I don't care about your lackluster stealth tank "skills" in the slightest. Frankly, I wouldn't go as far as to call them skills in the first place because I haven't seen them firsthand, but better safe then sorry right? I care about my liberty to continue playing this game in the fashion I have been since I adopted my custom peripherals; without the inherent

advantage and with some sense of personal preference over the default. Again, thank God you're not in charge of this department and the sane people at the top will not in good conscious adopt such a moronic and frankly, pandering proposal. Keep reaching for that rainbow though, clowns.

Subject: Re: Renguard vs sound files + advantage skins
Posted by Tunaman on Sun, 25 Mar 2007 07:07:05 GMT
View Forum Message <> Reply to Message

Maybe you should watch the video I posted. :\

Subject: Re: Renguard vs sound files + advantage skins
Posted by Javaxcx on Sun, 25 Mar 2007 07:09:55 GMT
View Forum Message <> Reply to Message

I did, and strangely enough I couldn't give two shits about it. Like I said, if you had a quam about cheating (because my stealth tank sound isn't discernable as such), then ban the fucker you think is cheating and stop trying to influence what goes in my /data folder legitmately. Otherwise, can it queer like I said pages ago.

Subject: Re: Renguard vs sound files + advantage skins
Posted by Tunaman on Sun, 25 Mar 2007 07:14:58 GMT
View Forum Message <> Reply to Message

So would you say that wasn't a cheat? Yeah, I know your sound isn't like that one, but the way RG works is that you can disallow certain files while allowing "whitelisted" ones to still be used. All you'd have to do is ask Blazer to allow your sound file.
I don't see why you're about to slit wrists over maybe having to get rid of a sound for a video game, but hey, that's just me.

Subject: Re: Renguard vs sound files + advantage skins
Posted by Javaxcx on Sun, 25 Mar 2007 07:19:06 GMT
View Forum Message <> Reply to Message

Because if I chose to change my sound I shouldn't HAVE to go through some kind of censorship dialogue. Why is it so infeasible for you two to just unleash the banhammer on those you suspect of cheating? Curiously enough that mantra worked wonders for my server in the hayday.

Subject: Re: Renguard vs sound files + advantage skins
Posted by Tunaman on Sun, 25 Mar 2007 07:23:38 GMT
View Forum Message <> Reply to Message

The reason we want the sound disallowed is because some homos will do anything to get an advantage and we like to play clanwars.. Its not like we can just ban them from the clanwars league just for suspecting they have stank sounds. It's already a rule that stank sounds aren't allowed, but there's no way to block it or even know if people have it, except through RG, so that's why we'd like to have them blocked by it.

Subject: Re: Renguard vs sound files + advantage skins
Posted by Javaxcx on Sun, 25 Mar 2007 07:28:34 GMT
View Forum Message <> Reply to Message

Actually, there are tonnes of passive ways of testing whether or not someone has a cheat userside. If you are repeatedly subject to being targetted from unreasonable distances, being shot from unreasonable distances, or otherwise being subject to unreasonable hositility ingame from the same player; you're dealing with a cheater. You don't need to affect MY game in any appreciable way to test whether some fucktard is cheating.

Of course, you could always just take my suggestion from before and program your OWN renguard and run it the way you like.

Subject: Re: Renguard vs sound files + advantage skins
Posted by Deathgod on Sun, 25 Mar 2007 08:06:37 GMT
View Forum Message <> Reply to Message

Renx wrote on Sat, 24 March 2007 22:54As mentioned above, louder sounds do NOT mean you can hearstealth tanks from farther away. There is a set distance or which you can hear stealth tanks, and no matter how loud they are you will not be able to hear them from farther away unless you are also running an objects.ddb modded so that you can hear stankd from a increased distanced. Anyone with half a brain can already hear the default stank sound from within the default distance, so making it louder will not provide a significant distance.

As a mentioned before, I think an appropriate compromised would be to either add sounds puremode and allow for mods to force puremode on specific players, OR to allow server owners to specify which files to block. An outright ban on certain sound files would be unfair to everyone.

Hey, that sounds like what I was getting at.

Subject: Re: Renguard vs sound files + advantage skins
Posted by Deathgod on Sun, 25 Mar 2007 08:07:37 GMT
View Forum Message <> Reply to Message

Ralphzehunter wrote on Sun, 25 March 2007 02:23The reason we want the sound disallowed is because some homos will do anything to get an advantage and we like to play clanwars.. Its not like we can just ban them from the clanwars league just for suspecting they have stank sounds. It's already a rule that stank sounds aren't allowed, but there's no way to block it or even know if

people have it, except through RG, so that's why we'd like to have them blocked by it.

Why isn't clanwars run in puremode??

Subject: Re: Renguard vs sound files + advantage skins
Posted by Sniper_De7 on Sun, 25 Mar 2007 12:14:06 GMT
View Forum Message <> Reply to Message

Deathgod wrote on Sun, 25 March 2007 03:07Ralphzehunter wrote on Sun, 25 March 2007 02:23The reason we want the sound disallowed is because some homos will do anything to get an advantage and we like to play clanwars.. Its not like we can just ban them from the clanwars league just for suspecting they have stank sounds. It's already a rule that stank sounds aren't allowed, but there's no way to block it or even know if people have it, except through RG, so that's why we'd like to have them blocked by it.

Why isn't clanwars run in puremode??

because renguard obviously doesn't work for everyone.
because puremode blocks things that isn't really advantageous (reticle, etc.)

Subject: Re: Renguard vs sound files + advantage skins
Posted by JohnDoe on Sun, 25 Mar 2007 12:21:15 GMT
View Forum Message <> Reply to Message

Javaxcx wrote on Sun, 25 March 2007 01:28Actually, there are tonnes of passive ways of testing whether or not someone has a cheat userside. If you are repeatedly subject to being targetted from unreasonable distances, being shot from unreasonable distances, or otherwise being subject to unreasonable hositility ingame from the same player; you're dealing with a cheater. You don't need to affect MY game in any appreciable way to test whether some fucktard is cheating.

Of course, you could always just take my suggestion from before and program your OWN renguard and run it the way you like.

OK I'll try a step for step procedure this time. I'm going out on a limb here, but I have a feeling that even someone that seemingly combines arrogance and ignorance should be able to follow me on this:

1. Do you agree that this: (http://www.youtube.com/watch?v=8wmFTGTH-k0) is a cheat?
2. Do you want people to continue being able to use this sound in Renguard protected servers?
3. How are you possibly going to catch someone using it if a) it's not picked up by anti-cheat software and b) it doesn't even increase the range of the sound, thus always leaving open the possibility of fair play?

I think if you dodge these simple and fair questions, your opinion on this matter can be

---

disregarded. Actually, anyone can ask themselves these questions to determine which side of the fence they're on. Having compulsive cheaters like SilentKane agreeing with you should be a subtle hint...

Subject: Re: Renguard vs sound files + advantage skins
Posted by puddle_splasher on Sun, 25 Mar 2007 14:36:33 GMT
View Forum Message <> Reply to Message

JohnDoe wrote on Sun, 25 March 2007 06:21Javaxcx wrote on Sun, 25 March 2007 01:28Actually, there are tonnes of passive ways of testing whether or not someone has a cheat userside. If you are repeatedly subject to being targetted from unreasonable distances, being shot from unreasonable distances, or otherwise being subject to unreasonable hositility ingame from the same player; you're dealing with a cheater. You don't need to affect MY game in any appreciable way to test whether some fucktard is cheating.

Of course, you could always just take my suggestion from before and program your OWN renguard and run it the way you like.

OK I'll try a step for step procedure this time. I'm going out on a limb here, but I have a feeling that even someone that seemingly combines arrogance and ignorance should be able to follow me on this:

1. Do you agree that this: (http://www.youtube.com/watch?v=8wmFTGTH-k0) is a cheat?
2. Do you want people to continue being able to use this sound in Renguard protected servers?
3. How are you possibly going to catch someone using it if a) it's not picked up by anti-cheat software and b) it doesn't even increase the range of the sound, thus always leaving open the possibility of fair play?

I think if you dodge these simple and fair questions, your opinion on this matter can be disregarded. Actually, anyone can ask themselves these questions to determine which side of the fence they're on. Having compulsive cheaters like SilentKane agreeing with you should be a subtle hint...

JD, 1) Yes, 2) No, 3) You won't.

If you had left your questions, closed (answering yes or no)!!! Then you would have done yourself a lot of credit for summing up this whole topic with a few direct questions.

However, by leading players to agree with your opinion is an un-acceptable ploy. To state that an adverse opinion CAN!! be disregarded is unfair, as that is only your opinion of right and wrong. What is wrong for you, may be be correct for someone else. Having to influnece players to vote your way, by dredging up in your words, "Having compulsive cheaters like......". is also wrong. Again you are evidently attempting to influence the players. "SK"....I have never met or played against him and I steadfastly refuse to accept someones word as "The Gospel Truth" regards them cheating until verified by myself. Oh do not get me wrong, I will always be suspicious of any said person, until proven otherwise.

IMHO, The questions that you pose, if answered honestly, by any player, without taking due regard to your last part of the statement, will indeed give you the result that you so evidently seek.

Is it now possible for "JD" to run a poll on his questions and if so, "WHAT" can, in reality, be done with the results?

Subject: Re: Renguard vs sound files + advantage skins
Posted by Javaxcx on Sun, 25 Mar 2007 16:17:55 GMT
View Forum Message <> Reply to Message

JohnDoe wrote on Sun, 25 March 2007 07:21Javaxcx wrote on Sun, 25 March 2007 01:28Actually, there are tonnes of passive ways of testing whether or not someone has a cheat userside. If you are repeatedly subject to being targetted from unreasonable distances, being shot from unreasonable distances, or otherwise being subject to unreasonable hositility ingame from the same player; you're dealing with a cheater. You don't need to affect MY game in any appreciable way to test whether some fucktard is cheating.

Of course, you could always just take my suggestion from before and program your OWN renguard and run it the way you like.

OK I'll try a step for step procedure this time. I'm going out on a limb here, but I have a feeling that even someone that seemingly combines arrogance and ignorance should be able to follow me on this:

1. Do you agree that this: (http://www.youtube.com/watch?v=8wmFTGTH-k0) is a cheat?
2. Do you want people to continue being able to use this sound in Renguard protected servers?
3. How are you possibly going to catch someone using it if a) it's not picked up by anti-cheat software and b) it doesn't even increase the range of the sound, thus always leaving open the possibility of fair play?

It's adorable that you think grade 10 debating tactics will win you any kind of merit points, but you're still making a piss poor case here.

I would question several things about that video. Most importantly being how the 'cheat' was implemented. If you changed an objects.ddb file; hence the radius of effective sound, then yes; it is a cheat. However, if you simply changed the .wav file, I'll continue to tell you to go fuck yourself (and rightly so). If that is the case, then your quam is with the discernability of a sound in relation to other sounds. Considering the stealth tank and the medium tank in that video have sounds that play at similar frequencies they are more difficult, but not impossible to discern. Considering some players have totally different sounds (my medium tank isn't the default engine sound either), then even if I chose to have a stock stealth tank sound I would be able to discern it extremely easily over my own engine sound. If the tank is within the radius the game sets that you can hear

the sound, then you should never be judged for legitimately being allowed to call shenanigans if you so happen to hear a stealth vehicle.

All in all, at the end of the day I don't care if someone else is using a more discernable stealth tank sound; mostly because it isn't cheating, but also because a player with any talent would be able to discern a stealth tank anyway. If a player has editted their objects.ddb file, then they are quite literally cheating and ought be banned without respite. They can easily be found out by having renguard check the objects.ddb file for consistency (which I believe it already does) and banning those who aren't.

Subject: Re: Renguard vs sound files + advantage skins
Posted by JohnDoe on Sun, 25 Mar 2007 16:19:06 GMT
View Forum Message <> Reply to Message

SK has already admitted to cheating after he was pressured by Crimson...there was this big thread and drama because of it...I'm sure someone can dig up the link.

Subject: Re: Renguard vs sound files + advantage skins
Posted by JohnDoe on Sun, 25 Mar 2007 16:23:37 GMT
View Forum Message <> Reply to Message

Javaxcx wrote on Sun, 25 March 2007 10:17JohnDoe wrote on Sun, 25 March 2007 07:21Javaxcx wrote on Sun, 25 March 2007 01:28Actually, there are tonnes of passive ways of testing whether or not someone has a cheat userside. If you are repeatedly subject to being targetted from unreasonable distances, being shot from unreasonable distances, or otherwise being subject to unreasonable hositility ingame from the same player; you're dealing with a cheater. You don't need to affect MY game in any appreciable way to test whether some fucktard is cheating.

Of course, you could always just take my suggestion from before and program your OWN renguard and run it the way you like.

OK I'll try a step for step procedure this time. I'm going out on a limb here, but I have a feeling that even someone that seemingly combines arrogance and ignorance should be able to follow me on this:

1. Do you agree that this: (http://www.youtube.com/watch?v=8wmFTGTH-k0) is a cheat?
2. Do you want people to continue being able to use this sound in Renguard protected servers?
3. How are you possibly going to catch someone using it if a) it's not picked up by anti-cheat software and b) it doesn't even increase the range of the sound, thus always leaving open the possibility of fair play?

It's adorable that you think grade 10 debating tactics will win you any kind of merit points, but

---

you're still making a piss poor case here.

I would question several things about that video. Most importantly being how the 'cheat' was implemented. If you changed an objects.ddb file; hence the radius of effective sound, then yes; it is a cheat. However, if you simply changed the .wav file, I'll continue to tell you to go fuck yourself (and rightly so). If that is the case, then your quam is with the discernability of a sound in relation to other sounds. Considering the stealth tank and the medium tank in that video have sounds that play at similar frequencies they are more difficult, but not impossible to discern. Considering some players have totally different sounds (my medium tank isn't the default engine sound either), then even if I chose to have a stock stealth tank sound I would be able to discern it extremely easily over my own engine sound. If the tank is within the radius the game sets that you can hear the sound, then you should never be judged for legitimately being allowed to call shenanigans if you so happen to hear a stealth vehicle.

All in all, at the end of the day I don't care if someone else is using a more discernable stealth tank sound; mostly because it isn't cheating, but also because a player with any talent would be able to discern a stealth tank anyway. If a player has editted their objects.ddb file, then they are quite literally cheating and ought be banned without respite. They can easily be found out by having renguard check the objects.ddb file for consistency (which I believe it already does) and banning those who aren't.

So basically you're saying that the file extension and not the effects determine if it's a cheat? Sorry, but that's the most retarded shit I've heard in the course of this thread.

Subject: Re: Renguard vs sound files + advantage skins
Posted by Javaxcx on Sun, 25 Mar 2007 16:26:27 GMT
View Forum Message <> Reply to Message

Actually, the game doesn't care what file you use. The sound is always going to be enclosed in the same radius of effective hearing. All of this seems to be leading up to you being unable to discern even a stealth tank sound over other sounds in the game despite all your small twinging over how great you are at this game. Which roughly translates into you sucking balls according to Webster's. Looks like you truly do not have any idea how this game operates. For the third time, thank God you don't have any say on the final outcome of this.

Subject: Re: Renguard vs sound files + advantage skins
Posted by JohnDoe on Sun, 25 Mar 2007 16:34:56 GMT
View Forum Message <> Reply to Message

So now you're saying that this: http://www.youtube.com/watch?v=8wmFTGTH-k0 isn't a cheat? Wow...good to know that your opinion can be ignored from now on. Blazer has already assured me that this cheat will be blocked by the next Renguard and I think every honest player will support his decision especially after watching that video.

Oh and my 2v1 challenge is still active...in case you want to back up your arrogance.

Subject: Re: Renguard vs sound files + advantage skins
Posted by Javaxcx on Sun, 25 Mar 2007 16:40:16 GMT
View Forum Message <> Reply to Message

Sorry kiddo, it's not a cheat if you can still hear the tank without the altered soundfont; which you can.

Subject: Re: Renguard vs sound files + advantage skins
Posted by JohnDoe on Sun, 25 Mar 2007 16:42:45 GMT
View Forum Message <> Reply to Message

Keep telling yourself that, cheat supporter.

Subject: Re: Renguard vs sound files + advantage skins
Posted by Javaxcx on Sun, 25 Mar 2007 16:46:57 GMT
View Forum Message <> Reply to Message

???

If it isn't cheating, how can I be supporting cheaters? Remember pinko? We established this already!

Subject: Re: Renguard vs sound files + advantage skins
Posted by JohnDoe on Sun, 25 Mar 2007 16:57:03 GMT
View Forum Message <> Reply to Message

Too bad that the BHS leaders decide what they consider cheating and not two desperate n00bs or that compulsive cheater SK...even skeptics such as Puddlesplasher have come to their senses after watching the video - you're just arguing out of arrogance.

Subject: Re: Renguard vs sound files + advantage skins
Posted by Javaxcx on Sun, 25 Mar 2007 17:02:35 GMT
View Forum Message <> Reply to Message

Actually, I'm arguing against yours. Shouldn't be surprised you thought otherwise though.

Subject: Re: Renguard vs sound files + advantage skins
Posted by JPNOD on Sun, 25 Mar 2007 17:04:49 GMT
View Forum Message <> Reply to Message

Pfft.. that stuff is really gay I don't see how anyone can play with that. (it totally leaves out the

point of Nod having stealth technolegy)All that stuff should be blocked by default, same goes for the bright sniper skins really/other crap out there..

And leagues should be run in pure mode imo.

Subject: Re: Renguard vs sound files + advantage skins
Posted by JohnDoe on Sun, 25 Mar 2007 17:24:15 GMT
View Forum Message <> Reply to Message

Javaxcx wrote on Sun, 25 March 2007 11:02Actually, I'm arguing against yours. Shouldn't be surprised you thought otherwise though.

Has it ever dawned upon you that there's a reason why only 2 other people are supporting your cause and one of them is a convicted cheater?

Subject: Re: Renguard vs sound files + advantage skins
Posted by Javaxcx on Sun, 25 Mar 2007 17:31:01 GMT
View Forum Message <> Reply to Message

I imagine not too many players give two shits about this topic enough to care either way. You, on one hand are suggesting (from a opinionated standpoint mind you) that we force players to conform to what you believe is fair. I'm telling you that your little crusade is against a triviality that does nothing for people like me and my clanmates other then cause us to change our games when we shouldn't have to just to suit your twisted sense of 'right' gameplay.

I fail to understand why you don't simply play on pure servers, which, I would remind you would have this inherently blocked on the grounds that it isn't pure to have custom sound files. Otherwise, kindly fuck off and leave the people to do what they want with their game. Why don't you take heed and make your own version of renguard for clanwars subpar servers? That way you can just go back to your hovel and we never have to see you again

---

Subject: Re: Renguard vs sound files + advantage skins
Posted by Deathgod on Sun, 25 Mar 2007 18:10:48 GMT
View Forum Message <> Reply to Message

Sniper_De7 wrote on Sun, 25 March 2007 07:14Deathgod wrote on Sun, 25 March 2007 03:07
Why isn't clanwars run in puremode??
because renguard obviously doesn't work for everyone.
because puremode blocks things that isn't really advantageous (reticle, etc.)

So you have people playing clanwars that don't use renguard because it doesn't work for them? How do you vouch for them? Sounds like a hole in the dam waiting to bust.

Subject: Re: Renguard vs sound files + advantage skins
Posted by Deathgod on Sun, 25 Mar 2007 18:13:52 GMT

JohnDoe wrote on Sun, 25 March 2007 11:23
So basically you're saying that the file extension and not the effects determine if it's a cheat?
Sorry, but that's the most retarded shit I've heard in the course of this thread.

You must be forgetting all the shit you've posted.

He's right, though... if you don't change objects.ddb the effective radius of the sound won't change at all. You'll just instantly hear it once you're within the radius instead of hearing it slowly build as the tank approaches. You can hear the default stealth tank engine and also spot them from a large distance if you've got good eyes as it is.

Subject: Re: Renguard vs sound files + advantage skins
Posted by Goztow on Sun, 25 Mar 2007 18:57:40 GMT

Deathgod wrote on Sun, 25 March 2007 20:13JohnDoe wrote on Sun, 25 March 2007 11:23
So basically you're saying that the file extension and not the effects determine if it's a cheat?
Sorry, but that's the most retarded shit I've heard in the course of this thread.

You must be forgetting all the shit you've posted.

He's right, though... if you don't change objects.ddb the effective radius of the sound won't change at all. You'll just instantly hear it once you're within the radius instead of hearing it slowly build as the tank approaches. You can hear the default stealth tank engine and also spot them from a large distance if you've got good eyes as it is.
Can you watch the freaking video that was posted before continuing to spit your crap?

If that video doesn't show that some stank sound replacements are a cheat, then I donno what u need.

I proposed before that it should be up to the serevr owners to decide which files can be used but apparantly this is harder technically. hence blocking all stank sound replacements seems the best option to me as well. It's not perfect but it's way better option than to let people continue to cheat with these retarded sound replacements.

Subject: Re: Renguard vs sound files + advantage skins
Posted by Deathgod on Sun, 25 Mar 2007 19:12:46 GMT

I did watch the video and it supports my point because as I have been stating: it doesn't change the distance you can hear the sound at, just the intensity. You could crank up the regular stealth tank engine sound 10x and hear it just the same, or change any number of other sounds that fade

with distance to minimize the fade effect. You can hear the tank from about the same distance you can see it at, so I can't really imagine this 'cheat' being of help to many people. Calling it as such is a tenuous statement at best, and including it in puremode is a sensible solution to the problem since it would be a per-server option, not a forced option on the entire Renguard-using populace.

Subject: Re: Renguard vs sound files + advantage skins
Posted by JohnDoe on Sun, 25 Mar 2007 19:24:09 GMT
View Forum Message <> Reply to Message

Goztow wrote on Sun, 25 March 2007 12:57Deathgod wrote on Sun, 25 March 2007 20:13JohnDoe wrote on Sun, 25 March 2007 11:23
So basically you're saying that the file extension and not the effects determine if it's a cheat? Sorry, but that's the most retarded shit I've heard in the course of this thread.

You must be forgetting all the shit you've posted.

He's right, though... if you don't change objects.ddb the effective radius of the sound won't change at all. You'll just instantly hear it once you're within the radius instead of hearing it slowly build as the tank approaches. You can hear the default stealth tank engine and also spot them from a large distance if you've got good eyes as it is.
Can you watch the freaking video that was posted before continuing to spit your crap?

If that video doesn't show that some stank sound replacements are a cheat, then I donno what u need.

I proposed before that it should be up to the serevr owners to decide which files can be used but apparantly this is harder technically. hence blocking all stank sound replacements seems the best option to me as well. It's not perfect but it's way better option than to let people continue to cheat with these retarded sound replacements.

Exactly, let those two idiots ignore the painfully obvious, it's like arguing against a wall...a particularly ignorant one. All that really matters is that Blazer considers them a cheat...they can cry and slit their wrists all they want.

Subject: Re: Renguard vs sound files + advantage skins
Posted by Javaxcx on Sun, 25 Mar 2007 20:35:33 GMT
View Forum Message <> Reply to Message

I hate to flog a dead horse, but you can hear the stealth tank without the underpants gnomes helping you out in that video. You'd be surprised just how much MORE you'd be able to hear it when you're not idling in a medium tank. Sorry kid, still not a cheat.

Subject: Re: Renguard vs sound files + advantage skins

Posted by =HT=T-Bird on Sun, 25 Mar 2007 21:37:10 GMT
View Forum Message <> Reply to Message

All I have to say about this is:
1) the only sound or skin I use is the FPS Doug "Boink" sound
2) I have no problem hearing stealth tanks at close range
3) this would be a waste of the RenGuard team's time to chase around while bigger, badder cheats still, sadly, go undetected in many places
4) This thread needs to be locked. END OF DISCUSSION!

Subject: Re: Renguard vs sound files + advantage skins
Posted by JohnDoe on Mon, 26 Mar 2007 07:27:46 GMT
View Forum Message <> Reply to Message

Blazer said blocking those cheat sounds is no problem at all, so that's a moot point.
This isn't about short ranges, this is about medium ranges. The video clearly shows that it's virtually impossible to make out a stank while simply sitting in a medtank...you don't even have to add shots and explosions...with the augmented sound even those wouldn't let you ignore the stank.

Subject: Re: Renguard vs sound files + advantage skins
Posted by Spoony on Wed, 28 Mar 2007 16:02:18 GMT
View Forum Message <> Reply to Message

Javaxcx wrote on Sun, 25 March 2007 11:31I imagine not too many players give two shits about this topic enough to care either way.
Nine out of ten players in my community, probably more in fact, are perfectly aware what an extremely palpable advantage a custom stank sound gives you in a top-level clanmatch... but then, the official answer to the question was given on page two.

edit: after spending 30 seconds checking, I am in fact wrong: it was 45 out of 46.

Subject: Re: Renguard vs sound files + advantage skins
Posted by Homey on Mon, 02 Apr 2007 19:28:16 GMT
View Forum Message <> Reply to Message

Anything that gives you a distinct advantage, regardless of what type of file it is is cheating. The only question is what qualifies as an advantage and that's all a matter of opinion. That sound file is a huge advantage from the looks of the video and gives the player using it an unfair advantage. To me that's cheating, judging by a file type is just silly.

Subject: Re: Renguard vs sound files + advantage skins

Posted by trooprm02 on Mon, 02 Apr 2007 21:27:45 GMT

take a look:

http://www.youtube.com/watch?v=vfEJblflVZE

Subject: Re: Renguard vs sound files + advantage skins
Posted by puddle_splasher on Tue, 03 Apr 2007 05:53:13 GMT

Shit music, but a perfectly laudible example of skins.

Subject: Re: Renguard vs sound files + advantage skins
Posted by Zion on Tue, 03 Apr 2007 19:31:50 GMT

If anything i put myself at a disadvantage by using the Matrix Stealth skin, Yet i can see them perfectly.

I don't just use my eyes to find the enemy but i also use my ears. I can hear the sbh breath sometimes or just walk past me thinking that they got past me untill the turn around and see me on their tail.

I'm against some skins but others are alright.