Subject: Possible Cheater's Server
Posted by Anonymous on Tue, 09 Apr 2002 16:05:00 GMT
View Forum Message <> Reply to Message

Additionally, I've been noticing a lot of people on GS Arcade noting they're playing there because they were banned from WOL.GS could quickly become a cheater's paradise if WOL starts cracking down.

Subject: Possible Cheater's Server
Posted by Anonymous on Tue, 09 Apr 2002 16:26:00 GMT
View Forum Message <> Reply to Message

So don't play on Gheyspy?Seriously though, I'm glad Westwood isn't tolerating any of this cheating crap that has plagued such great games as Counter-Strike, and the like.

Subject: Possible Cheater's Server
Posted by Anonymous on Tue, 09 Apr 2002 16:32:00 GMT
View Forum Message <> Reply to Message

GS is just an aweful program that doesn't restrict cheating for games. They must feel that it is the game makers responsibility. I hope that the rest of the world opens their eyes!

Subject: Possible Cheater's Server
Posted by Anonymous on Tue, 09 Apr 2002 16:36:00 GMT
View Forum Message <> Reply to Message

The fact that GameSpy is lax in security is the LESSER issue here.The fact that I saw all these things happening with my own eyes (with several other people noticing it too) is the main issue.

Subject: Possible Cheater's Server
Posted by Anonymous on Wed, 10 Apr 2002 06:43:00 GMT
View Forum Message <> Reply to Message

I concur ... I played on that particular server yesterday. Full "health" with the Mobile Artillary, I saw !ONE explosion in front of me, a shell from a medium tank ... Boom ... that's all she wrote. My tank was destroyed! I know the armor on the MA isn't very good, but it will take more than one shot ...Sniff, Sniff ... something smells fishy ...

Subject: Possible Cheater's Server
Posted by Anonymous on Wed, 10 Apr 2002 13:33:00 GMT

You can easily make a modded server to do all that stuff. I bet the server op was testing it out on GS because they couldn't on WS. It probaly lets cheaters run rampant.

Subject: Possible Cheater's Server
Posted by Anonymous on Wed, 10 Apr 2002 14:53:00 GMT

Solution: play on WOL.

Subject: Possible Cheater's Server
Posted by Anonymous on Wed, 10 Apr 2002 22:50:00 GMT

On the islands map there were countless times that snipers were litereally shooting a person every 2 seconds which was impossible, I accused them of cheating, got laughed at.I was angry, but just accepted that I might be wrong, ran down into the tunnels, and was promptly sniped through the walls by one of the accused cheaters who I knew at that moment was up above shooting at the gdi base from those cliffs across that small bridge.He shot me while I was below in the tunnels, as if to mock me, but he didn't know what he really did, he sealed my beleif that there could very well be a wallhack of sorts.

Subject: Possible Cheater's Server
Posted by Anonymous on Thu, 11 Apr 2002 03:52:00 GMT

It wouldn't surprise me if someone has figured out how to take advantage of the "power bar" thing by seeing it much further than they should (you know, being able to see the rectangular outline behind cover...).I mean, why not? First Rambos ruin the game, then n00bs, and now cheaters. It's a horrible time to be a multiplayer gamer. I should just stick to paintball for my multiplayer gaming needs - no one can f***ing cheat for the most part in paintball - the most you can do is wipe or try to change armbands to get closer to the flag or other goal. Plus you get the gratification of knowing your hits are inflicting pain on enemy team members (I use very hard Brass Eagle rounds). What p**ses me off the most is that after first hearing about Renegade using a new game engine, my first thoughts were "gonna be buggy" and "hackers will eat it alive." I f***ing HATE being right.

Subject: Possible Cheater's Server
Posted by Anonymous on Thu, 11 Apr 2002 05:37:00 GMT

In some (maybe most) you can enter the default cheats of the game and they do work. That is one of the reasons I play on WOL. Such things are not possible on laddered servers.Reason 2 it's so simple in a gamespy game, there are mostly newbies. You can be simple 10 * mpv. Blowing the guard tower away no problem. Try this on a laddered WOL server with 32 man.

Subject: Possible Cheater's Server
Posted by Anonymous on Thu, 11 Apr 2002 14:20:00 GMT
View Forum Message <> Reply to Message

quote:Originally posted by destruyax:I just played on]AoA[Public 5LU7 Hut (replace the 5 with S and the 7 with t) on Gamespy, and I saw the following things:[April 09, 2002: Message edited by: destruyax]As a represenative of AoA, let me assure you that we do not participate in or condone cheating.We would gladly permanently ban any cheaters from our servers; however, ban options are disable in the GameSpy version. You (all of you, generally) may complain that GSpy does not offer the same security features that WOL does; however, the inability to even BAN players is a severe hamperance on any attempt to maintain order. This inability is enforced by Westwood, not Gamespy.Westwood has been tyrannical in its insistence on hoarding all control over game servers. Those who do not wish to participate in WOL clan play are given no choice. It's WOL or nothing.In the long run, this will hamper the ability of Renegade to prosper as an FPS game.The Emperor

---

Subject: Possible Cheater's Server
Posted by Anonymous on Thu, 11 Apr 2002 14:25:00 GMT
View Forum Message <> Reply to Message

ok, what is wrong with you people. That is MY server. I assure you I don't cheat. No one in AoA has ever cheated, I have been playing online games with most of the people in my clan since TF (5 years ago). Perhaps you are confusing our skill for cheating. Second of all that server isn't even up anymore, we have moved to WOL because gamespy doesn't have enough server options. Thrid, why the hell would I want cheats on my server, hell i dont even know the cheats at all, i just bought the game like a week ago. I'm sure you are ignorant and will believe all of this to be lies, but it is not. Have a nice day.

Subject: Possible Cheater's Server
Posted by Anonymous on Thu, 11 Apr 2002 14:54:00 GMT
View Forum Message <> Reply to Message

he probably mixed people up that were on your server or something.Anyway, what was your QWTF clan?!? ~big fan, even now-a-days~ I might know the clan (played alot back in the day as well)

Subject: Possible Cheater's Server

Posted by Anonymous on Thu, 11 Apr 2002 15:09:00 GMT
View Forum Message <> Reply to Message

Well, the big clans i was in were AoA, RAGE, and vM. (yes we are re-using the name AoA for our renegade clan)

Subject: Possible Cheater's Server
Posted by Anonymous on Thu, 11 Apr 2002 17:33:00 GMT
View Forum Message <> Reply to Message

I went mostly by the name "D Knight" or "Death Knight".One point I went into a clan called IFH, or infantry from hell, which I later tried to get into a clan called MISS (or something like that). I was good friends with the admin and that's why I wanted to join it.

Subject: Possible Cheater's Server
Posted by Anonymous on Thu, 11 Apr 2002 22:26:00 GMT
View Forum Message <> Reply to Message

I never meant to insinuate]AoA[members of cheating, as there were none active at the time.However, this stuff *was* taking place...and I felt obligated to report the server name - it wasn't my intention to besmirch your clan.Sincerely and apologetically,Patrick D., DestruyaX

Subject: Possible Cheater's Server
Posted by Anonymous on Fri, 12 Apr 2002 13:20:00 GMT
View Forum Message <> Reply to Message

I'll tell ya why there are lots of people banned from WOL playing on GS--because WOL is retarded... you are banned for several hours for swearing once, with no warning about an impending ban.There is a MOTHER F---ING SWEAR FILTER!! Why the holy f-ck should those of us who are not 12 year old children have to curb our mouths?

Subject: Possible Cheater's Server
Posted by Anonymous on Sat, 13 Apr 2002 00:50:00 GMT
View Forum Message <> Reply to Message

Its not cheating. Its the netcode / lag compensation. I sometimes end up sniping people from more than half way across the map or what looks like through walls. What happens is on my screen it looks like someone is in the middle of the field or something, and after I shoot them, it finally registeres on my end their actual position (in their base, in a tunnel) but they also die.So I believe vehicles blowing up for no reason or people being shot / dying for no reason is caused by either horrible lag or the net code.I'm actually starting to like the lag since it works in my favor   I can see the enemy but they cant see me since they arent where I see them when I shoot'em.

Subject: Possible Cheater's Server
Posted by Anonymous on Sat, 13 Apr 2002 05:21:00 GMT
View Forum Message <> Reply to Message

Hi.This maybe my 1st post, but I have something to adda bout the Obelisk.On Under, there is a tried and tested LEGAL way to get through the obelisk.Im not gonna say that here, because it would ruin some of my best plans   Just trying to sort some more of this out