Subject: RSF Raptor
Posted by Goztow on Tue, 25 May 2010 06:28:42 GMT
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30 days ban for RSF Raptor for knowingly breaking this rule:

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

I'll repeat it again: we shall not tolerate any kind of cheat on Renegadeforums.com.

Subject: Re: RSF Raptor
Posted by Sir Kane on Tue, 25 May 2010 10:29:08 GMT
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What?

Subject: Re: RSF Raptor
Posted by CarrierII on Tue, 25 May 2010 11:11:12 GMT
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Wrong subforum, Goz, unless we've stopped announcing bans in General Chat.

Subject: Re: RSF Raptor
Posted by EvilWhiteDragon on Tue, 25 May 2010 11:31:39 GMT
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Sir Kane wrote on Tue, 25 May 2010 12:29What?
He hinted at a cheat hud, with things like Buildig bars, mine counter, distance meter and hit indicator. Much more cheathud you can't get I guess.

Subject: Re: RSF Raptor
Posted by Sir Kane on Tue, 25 May 2010 11:39:46 GMT
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Omgwtfchethuds!

Retards.

Subject: Re: RSF Raptor

Posted by cAmpa on Tue, 25 May 2010 13:07:32 GMT
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Gozy, don't you think 30 days are a bit much?
It's just a fucking HUD.

Subject: Re: RSF Raptor
Posted by Killgeak on Tue, 25 May 2010 13:36:11 GMT
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30days is not much for a cheat

Subject: Re: RSF Raptor
Posted by Goztow on Tue, 25 May 2010 13:42:47 GMT
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Killgeak wrote on Tue, 25 May 2010 15:3630days is not much for a cheat
Especially when he got a clear warning here

Subject: Re: RSF Raptor
Posted by Kimb on Tue, 25 May 2010 15:04:35 GMT
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cAmpa wrote on Tue, 25 May 2010 08:07Gozy, don't you think 30 days are a bit much?
It's just a fucking HUD.
I must say, i agree with that, its easy to find, and he removed every link, as i can see, so i
wouldent give 30days for that! a 10day maximum i would say. Why censore eveyrthing with BB?
Some say cheat, some say advantage, but in the end, its hard to remove, but everyone can get it.
So unless TT got a fix to remove BB, you really cant stop it. Not now.

Subject: Re: RSF Raptor
Posted by EvilWhiteDragon on Tue, 25 May 2010 15:13:53 GMT
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Kimb wrote on Tue, 25 May 2010 17:04cAmpa wrote on Tue, 25 May 2010 08:07Gozy, don't you
think 30 days are a bit much?
It's just a fucking HUD.
I must say, i agree with that, its easy to find, and he removed every link, as i can see, so i
wouldent give 30days for that! a 10day maximum i would say. Why censore eveyrthing with BB?
Some say cheat, some say advantage, but in the end, its hard to remove, but everyone can get it.
So unless TT got a fix to remove BB, you really cant stop it. Not now.
The theard about the HUD was at first not removed. It got removed after RSF angel suggested

---

you'd google his cheats. Would be much like 0x90 saying that you could find *some cheat* if you would type in *some searchterm* in google. No, it's not a direct link, but it makes it darned easy to find.

Subject: Re: RSF Raptor
Posted by Clark Kent on Tue, 25 May 2010 16:38:42 GMT
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I think TT should just include an awesome HUD. With the options to show or not show certain information. Then people can stop crying "advantage" and "cheats"...

Subject: Re: RSF Raptor
Posted by Hypnos on Tue, 25 May 2010 17:22:56 GMT
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People just need to stop bitching about building bars, because to be perfectly honest, if you're that fussed about it - go play a different game. They're going to be around for a while and all this melodramatic arguing is utter bullshit and actually puts people off using these forums...

I'd unban him because it's a flawed reason, it's not a cheat - it's a feature. Just leave it be.

Subject: Re: RSF Raptor
Posted by Goztow on Tue, 25 May 2010 17:53:03 GMT
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Aimbot's also a feature then...

Subject: Re: RSF Raptor
Posted by R315r4z0r on Tue, 25 May 2010 19:00:45 GMT
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Cheats are cheats. But HUDs aren't one of them.

(upgraded?) HUDs are indirect advantages. Cheats are direct advantages.

Basically, a HUD gives you some information but still requires you to compute it into your strategy for playing. A cheat just makes the game easier to play in direct advantage to everyone else (big heads, infinite health, stealth detection, ect.)

Whether or not an (upgraded?) HUD is bad or not is up to you. But they should in no way measure up to ACTUAL cheats.

Subject: Re: RSF Raptor
Posted by Clark Kent on Tue, 25 May 2010 19:03:30 GMT
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Goztow wrote on Tue, 25 May 2010 12:53Aimbot's also a feature then...
Aimbot does something for you that you might not be able to do yourself. BB's and mine counters just show you info that you can get already...

Yea you have to hit a button to see the info normally, but it is not like these features are gonna make you the best player all of a sudden.

R315r4z0r wrote on Tue, 25 May 2010 14:00Cheats are cheats. But HUDs aren't one of them.

(upgraded?) HUDs are indirect advantages. Cheats are direct advantages.

Basically, a HUD gives you some information but still requires you to compute it into your strategy for playing. A cheat just makes the game easier to play in direct advantage to everyone else (big heads, infinite health, stealth detection, ect.)

Whether or not an (upgraded?) HUD is bad or not is up to you. But they should in no way measure up to ACTUAL cheats.

^

Subject: Re: RSF Raptor
Posted by Goztow on Tue, 25 May 2010 19:50:50 GMT
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R315r4z0r wrote on Tue, 25 May 2010 21:00Cheats are cheats. But HUDs aren't one of them.

(upgraded?) HUDs are indirect advantages. Cheats are direct advantages.

Basically, a HUD gives you some information but still requires you to compute it into your strategy for playing. A cheat just makes the game easier to play in direct advantage to everyone else (big heads, infinite health, stealth detection, ect.)

Whether or not an (upgraded?) HUD is bad or not is up to you. But they should in no way measure up to ACTUAL cheats.
An advantage == a cheat == a ban. Did you all miss that he was perfectly aware how the moderators felt about it?

Subject: Re: RSF Raptor
Posted by Reaver11 on Tue, 25 May 2010 20:02:05 GMT
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I don't get some of this might be me.

So if I coin something an 'upgrade' or 'indirect advantage' then I can use it online?

And all for that is I have to make it publically downloadable?

It's strange that I can just fit about anything in that definition. I can also refuse anything from that definition that I want.

I mean I just say I don't look at my mine counter and its an indirect advantage.

What if I would apply that to stealth detection?
I just don't look at it seems correct and fitting isn't it?

Either figure out a strict definition and not some pseudo-science stuff. At least RenForums has done that.

Subject: Re: RSF Raptor
Posted by Hypnos on Tue, 25 May 2010 20:11:07 GMT
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What I meant by the feature was the features are already in the game. !c4 to view the mine counter and P key (mine isn't default) to view the building information. This is basically a shortcut too it, not a cheat.

Subject: Re: RSF Raptor
Posted by Goztow on Tue, 25 May 2010 20:26:20 GMT
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Headshots are already in the game. Aimbot is a shortcut to them.

Subject: Re: RSF Raptor
Posted by Reaver11 on Tue, 25 May 2010 20:31:46 GMT
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So if a feature is available in the game I can use it.
Meaning that it was intended to be used?

Toggle Spoiler

According to this picture I can modify anything to my specifications? (maps,chars,weapons)

So in your terms it is a feature.
To use the 'flaw' as in the picture does not say I should or can use it online.
Yet it's a feature in the game to modify anything to my own specifications?

Yet that is where I fill in the 'feature' argument.
Wouldn't it be fitting to give havoc a big hat on his head?

What I'm aiming at is that sure you can describe the BB not as a cheat.
Yet if that has any possibilities in making any other 'cheats' just advantages then there is
something wrong with your criterion.
You see my argument to use havoc with a big hat and your argument make no sence.

Its hard to describe a line so lets run pure servers!
Or at least get one central rule.

Subject: Re: RSF Raptor
Posted by Zion on Tue, 25 May 2010 21:17:09 GMT
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I don't see why he was banned. If you can gain any of the information in his HUD by pressing a
key, what's stopping you displaying that information without pressing a key. If you can show how
many mines have been laid, or how much health your building has without point and aim (or
pressing a key), why when you show this information all the time does it become a cheat?

Plus, he did not link to it, or give any sort of hints on what to google for it. You're left for your own
devices. If you really wanted to you could google for "*cheat name removed*" (which is otherwise
not filtered as *cheat name removed*) and then google that from here.

If you're banning this person for telling you to google for his HUD which shows information all the
time (information that you can get as a keypress), then you should ban everyone else who even
made a post referring to *cheat name removed*.

I vote on the ban being lifted.

Subject: Re: RSF Raptor
Posted by EvilWhiteDragon on Tue, 25 May 2010 21:27:48 GMT
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R315r4z0r wrote on Tue, 25 May 2010 21:00Cheats are cheats. But HUDs aren't one of them.

(upgraded?) HUDs are indirect advantages. Cheats are direct advantages.

Basically, a HUD gives you some information but still requires you to compute it into your strategy
for playing. A cheat just makes the game easier to play in direct advantage to everyone else (big
heads, infinite health, stealth detection, ect.)

Whether or not an (upgraded?) HUD is bad or not is up to you. But they should in no way measure up to ACTUAL cheats.
So ESP isn't an advantage, it's only a hud feature?

Subject: Re: RSF Raptor
Posted by R315r4z0r on Tue, 25 May 2010 21:35:25 GMT
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Goztow wrote on Tue, 25 May 2010 15:50R315r4z0r wrote on Tue, 25 May 2010 21:00Cheats are cheats. But HUDs aren't one of them.

(upgraded?) HUDs are indirect advantages. Cheats are direct advantages.

Basically, a HUD gives you some information but still requires you to compute it into your strategy for playing. A cheat just makes the game easier to play in direct advantage to everyone else (big heads, infinite health, stealth detection, ect.)

Whether or not an (upgraded?) HUD is bad or not is up to you. But they should in no way measure up to ACTUAL cheats.
An advantage == a cheat == a ban. Did you all miss that he was perfectly aware how the moderators felt about it?
Don't get me wrong. I'm not questioning your judgment. I'm just sick of people putting HUD augmentations on the same level as cheats.

They are NOT the same thing and should NOT be treated in the same manner.

Whether or not you think HUD mods are bad, they should never compare to an ACTUAL cheat. You shouldn't give someone who just happens to know the mine count for their team an equal 'punishment' as someone who uses flat out game-breaking cheats.

Subject: Re: RSF Raptor
Posted by Kimb on Tue, 25 May 2010 21:47:32 GMT
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Why did you perma ban him?

Subject: Re: RSF Raptor
Posted by Clark Kent on Tue, 25 May 2010 21:48:38 GMT
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Goztow wrote on Tue, 25 May 2010 15:26Headshots are already in the game. Aimbot is a shortcut to them.
Ofcourse headshots are already in the game... but it was not where you could just press a button

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to magically get them. Unlike aimbot giving you them all the time. It takes skill/timing/practice/experience/luck to get them normally. While the info the HUD shows was a simple click away, for everyone.

There is a huge difference in shortcutting what was already there and took minimal effort to get... and then shortcutting what was not there and making the whole game minimal effort.

Subject: Re: RSF Raptor
Posted by Kimb on Tue, 25 May 2010 21:56:26 GMT
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Clark Kent wrote on Tue, 25 May 2010 16:48Goztow wrote on Tue, 25 May 2010 15:26Headshots are already in the game. Aimbot is a shortcut to them.
Ofcourse headshots are already in the game... but it was not where you could just press a button to magically get them.
Actually, as far as i know, you have to press/hold one key and left/right click on the mouse, no?
Also, i find your argument lacking something (goz)

Subject: Re: RSF Raptor
Posted by CarrierII on Tue, 25 May 2010 22:20:13 GMT
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It's not that the information wasn't previously available (although precise beacon and C4 timing isn't) but more that the game is designed (We assume) to make checking the building / team status force you to stand still, preventing you from doing it in the middle of a fight, or out of cover. This means that you need to plan more.

TL;DR - HUDs display that info real-time, which is a big advantage compared to the normal non-real-time-updating, make you stand still display.

Subject: Re: RSF Raptor
Posted by zeratul on Tue, 25 May 2010 22:25:22 GMT
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CarrierII wrote on Tue, 25 May 2010 16:20

TL;DR
Sorry to ask this but... what does that mean

Subject: Re: RSF Raptor

Posted by saberhawk on Tue, 25 May 2010 22:41:36 GMT
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Zeratul wrote on Tue, 25 May 2010 18:25CarrierII wrote on Tue, 25 May 2010 16:20

TL;DR
Sorry to ask this but... what does that mean

Too long, didn't read.

Subject: Re: RSF Raptor
Posted by zeratul on Tue, 25 May 2010 22:43:23 GMT
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thanks

Subject: Re: RSF Raptor
Posted by slosha on Tue, 25 May 2010 22:51:35 GMT
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CarrierII wrote on Tue, 25 May 2010 17:20TL;DR - HUDs display that info real-time, which is a big
advantage compared to the normal non-real-time-updating, make you stand still display.

This. I can't understand why people can't seem wrap their heads around such a simple concept.

Subject: Re: RSF Raptor
Posted by R315r4z0r on Tue, 25 May 2010 23:02:19 GMT
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Glock wrote on Tue, 25 May 2010 18:51CarrierII wrote on Tue, 25 May 2010 17:20TL;DR - HUDs
display that info real-time, which is a big advantage compared to the normal
non-real-time-updating, make you stand still display.

This. I can't understand why people can't seem wrap their heads around such a simple concept.
Because not everyone uses those 'non-real-time-updating' menues the same way.

I for one don't stand still when I use them. It's very easy to use them while moving. All you need to
do is flicker the menu. That way it updates faster and doesn't make you have to stand still to read
it. It also makes it easier to see what buildings are under attack if there is no announcement given.

Subject: Re: RSF Raptor
Posted by GEORGE ZIMMER on Wed, 26 May 2010 00:40:35 GMT

meanwhile, 0x90 continues to browse the forums freely and is an accepted member of the community.

Subject: Re: RSF Raptor
Posted by FlaminGunz on Wed, 26 May 2010 02:28:12 GMT

^ and you continue to ignore mods irrefutable reasoning as to why that is

to my knowledge 0x90 has never posted a cheat or linked to a cheat on these forums and has therefore not broken any rules

hence being allowed to remain here, i do not get why that doesnt seem to get rhu to some people

anyways

Subject: Re: RSF Raptor
Posted by GEORGE ZIMMER on Wed, 26 May 2010 03:09:31 GMT

FlaminGunz wrote on Tue, 25 May 2010 21:28irrefutable reasoning

---

Subject: Re: RSF Raptor
Posted by FlaminGunz on Wed, 26 May 2010 04:58:25 GMT

meh i cant see wateva that pic is - aussie internet at uni leaves something to be desired

either way

you can argue with mods all you want, but you will fail. As you are not right, when your on turf run by smeone else, it doesnt matter if you think you are right, your not.

0x90 hasnt broken any rules, therefore he is not banned. The rules are quite clear and mods have enforeced them right.

Subject: Re: RSF Raptor
Posted by liquidv2 on Wed, 26 May 2010 05:44:29 GMT

GEORGE ZIMMER wrote on Tue, 25 May 2010 19:40meanwhile, 0x90 continues to browse the forums freely and is an accepted member of the community.
you're an idiot; take your logic elsewhere

is using a custom reticle that makes it easier to get headshots while sniping the same thing as using aimbot goztow? it's an unfair advantage

---

Subject: Re: RSF Raptor
Posted by GEORGE ZIMMER on Wed, 26 May 2010 05:54:52 GMT
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FlaminGunz wrote on Tue, 25 May 2010 23:58you can argue with mods all you want, but you will fail.
Ever been banned off a server for something you thought was retarded, because a mod was being a power hungry dick? Yeah, ok, let's never try and say "Cool, but that's fucking wrong" because someone is a mod. Great logic, let's NEVER argue against something because someone's a mod.

FlaminGunz wrote on Tue, 25 May 2010 23:58As you are not right, when your on turf run by smeone else, it doesnt matter if you think you are right, your not.
...this is the most retarded logic I've ever seen in the history of mankind, hands down.

FlaminGunz wrote on Tue, 25 May 2010 23:580x90 hasnt broken any rules, therefore he is not banned. The rules are quite clear and mods have enforeced them right.
If you bothered to read the other topic, you'd see why it's stupid he's allowed to post solely because he's "polite".

liquidv2 wrote on Wed, 26 May 2010 00:44
you're an idiot; take your logic elsewhere
:\

by the way, the reason I said that is because you guys gladly overreact to someone posting to a site that has buildingbars, but refuse to ban (and infact, happily welcome) a known cheat maker (as well as someone who has fucked up the competitive side of Renegade entirely).

The guy just fucking said "Well, it's pretty stupid that you guys overreact to this kinda stuff" basically and you happily ban him.

Let's not forget, removal of PM rights for people suspected of having building bars. I'm more than willing to bet 0x90 has PM rights.

Subject: Re: RSF Raptor
Posted by Goztow on Wed, 26 May 2010 06:57:35 GMT
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Kimb wrote on Tue, 25 May 2010 23:47Why did you perma ban him?
He is not permanently banned but this forum package has no seperate messages for temporary bans.

I'm not sure how many of the members who posted in here have played a clanwar or tournament game without BB installed lately. I can tell you that a team I lead would have won 2 RGCT1 games instead of loosing them if a single of our players would have had BB. When 5 arties are pounding your base while you are grouping up meds to destroy them, then a building can be dead within less than 20 seconds.

The difference between realtime info and pressing the key is a huge gap. I'd like to see someone fraps how he plays when he's constantly pressing the 'k' button long enough to watch the health of all buildings. If you want the same level of information as BB, then your gameplay will become totally wrecked because you need to keep doing it all the way throughout the game.

I don't see why I would consider one cheat to be worse than others. Take radar hack: a very subtle hack that doesn't do direct damage to the enemy. So following the arguments of some people in here (R315r4z0r) it should be considered a feature and not a cheat! I claim the opposite: the more a cheat is subtle (like BB and radar hack), the more it's dangerous to the game! I find BB worse than final renegade because at least final renegade made it very obvious someone was cheating, hence easy to counter. BB are subtle and hypocrite but they are very much a cheat.

Also, about the whole google argument: our rules are very clear. This forum fully supports RenGuard along with other anti-cheat solutions. With that said, the posting or advertising of cheats will not be tolerated in any way imaginable. This clearly means that posting or advertising cheats are put on the same level of infraction.

I won't even go into the reference to power hungry mods. I think most people who have been here for a while know me as an integer person. I also don't always agree with certain decisions made by the moderator or admin team but I respect them. On the 0x90 case majority decided it seemed smarter to keep contact with 0x90 than to completely reject him. You can compare it to the cold war: there always was a direct telephone line between Russia and the US to communicate when needed. But let's keep that discussion in its own topic, please.

Subject: Re: RSF Raptor
Posted by FlaminGunz on Wed, 26 May 2010 08:15:29 GMT
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lol zim

i dont play places that have shitty mods, i dont get involved so i wouldnt know.
also i dont give a shit if he is polite or what not

you go about making a point telling me how dumb i am, yet you cannot offer a reason why he should be banned

anyone can give a reason, maybe he has a rabbit for a pet, i fukin hate rabits therefore he should

be banned
he makes cheats and therefore should be banned

its not in the rules you retard. I still visit these forums as Gozy does a good job. like i said, i wouldnt be involved here if the mods couldnt do their job.

you go about saying he should be banned for NOT breaking the rules, yep thats the best logic ive seen all day

congratz

Subject: Re: RSF Raptor
Posted by Reaver11 on Wed, 26 May 2010 08:33:42 GMT
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GEORGE ZIMMER wrote on Wed, 26 May 2010 00:54
by the way, the reason I said that is because you guys gladly overreact to someone posting to a site that has buildingbars, but refuse to ban (and infact, happily welcome) a known cheat maker (as well as someone who has fucked up the competitive side of Renegade entirely).

Let's not forget, removal of PM rights for people suspected of having building bars. I'm more than willing to bet 0x90 has PM rights.

^this is basically the whole deal.

You can't really argue against this.
I mean I can even remember some contributing members that had their pm rights revoked and nowdays wont contribute anything anymore.
Besides having drama fun that is.

Subject: Re: RSF Raptor
Posted by GEORGE ZIMMER on Wed, 26 May 2010 09:06:23 GMT
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FlaminGunz wrote on Wed, 26 May 2010 03:15lol zim

i dont play places that have shitty mods, i dont get involved so i wouldnt know.
good for you, but the argument still stands

FlaminGunz wrote on Wed, 26 May 2010 03:15also i dont give a shit if he is polite or what not

Right, so if he was rude, you wouldn't care?

FlaminGunz wrote on Wed, 26 May 2010 03:15you go about making a point telling me how dumb i am, yet you cannot offer a reason why he should be banned

Don't recall saying you were dumb (though you definitely seem to be pushing that conclusion yourself), just that you used a ridiculously immature and retarded logic.

Also, see the other topic for tons of reasons as to why he should...

FlaminGunz wrote on Wed, 26 May 2010 03:15anyone can give a reason, maybe he has a rabbit for a pet, i fukin hate rabits therefore he should be banned
he makes cheats and therefore should be banned
The difference is that no one gives a shit if he has a rabbit since it affects nobody

but him making cheats affects a fucking lot of people who try to enjoy this game. "LOL nerd cares about videogames" I'm sure you're going to say, but it does get tiring when your entertainment is ruined by some twat.

FlaminGunz wrote on Wed, 26 May 2010 03:15its not in the rules you retard. I still visit these forums as Gozy does a good job. like i said, i wouldnt be involved here if the mods couldnt do their job.
If everyone always had to follow the rules specifically and exactly, nothing would ever get done

FlaminGunz wrote on Wed, 26 May 2010 03:15you go about saying he should be banned for NOT breaking the rules, yep thats the best logic ive seen all day
...where did I say that?

also, nice, you can use something I said and mimic it. how classy.

Goztow wrote on Wed, 26 May 2010 01:57
I don't see why I would consider one cheat to be worse than others. Take radar hack: a very subtle hack that doesn't do direct damage to the enemy. So following the arguments of some people in here (R315r4z0r) it should be considered a feature and not a cheat! I claim the opposite: the more a cheat is subtle (like BB and radar hack), the more it's dangerous to the game! I find BB worse than final renegade because at least final renegade made it very obvious someone was cheating, hence easy to counter. BB are subtle and hypocrite but they are very much a cheat. The problem is, alot of you guys seem to flip your shit over BB more than anything- if you meant what you said about not considering one cheat to be worse than another, why is it that Building Bars get singled out so much?

Goztow wrote on Wed, 26 May 2010 01:57I won't even go into the reference to power hungry mods. I think most people who have been here for a while know me as an integer person.

The "Power hungry mods" thing wasn't directed at the renforums mod team actually; I meant that there are power hungry mods in Renegade servers that kick people.

Subject: Re: RSF Raptor
Posted by FlaminGunz on Wed, 26 May 2010 09:20:00 GMT
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i really dont care whether he is rude or polite. Obviosuly if it gets out of hand then sure go ahead and ban him, but the level of rude id tend to say is fairly high here. Not that i care tbh

what i was tring to say, is that it doesnt matter how many reasons you throw around... he hasnt broken a rule. If you were to ban him for any of those reasons, youd be banning like retarded ren mods do... for their own reasons. Not the servers rules. not sure if you understand that or not.

I mean i completely understand why you want him banned, but what im trying to say is that it doesnt matter. He hasnt broken any rules...

And yeah you dont always have to follow rules, but they are there for a reason and if mods choose to enforce them, i think its immature to deny they are right. Its their job to enforce the rules, no matter how stupid YOU thinkt hey are.

I personally hate what 0x90 has done to Renegade as i am a mod in a few plavces and have to deal with my fair share of cheaters. So dw im not going to call you out for being a nerd. You may know that im doing a fair bit around Renegade and i do care alot about it. But banning him for renforums, isnto going to solve the problem. His cheats still exist and your banning a person from a forum for really no good reason.

"The difference is that no one gives a shit if he has a rabbit since it affects nobody". yes ofc thats true, but it doesnt help you. His cheats have affected renegade, not his precense here (no matter how fleeting that presence is). As i said before, banning him doesnt actually solve anything..

I respect the moderators decision on this case. Thats what i allueded to last post in that wherever i play/forum visit, il respect the mods.
Doesnt really matter to this point ofc lol

and for the record, i dont give a shit who uses building bars. Go for it. Its an advantage, but not in the class of cheating. If you use it to just help your game out, good for you. If you think someone will beat you because of building bars - maybe its not just that and you should take some rene-lessons.

But i didnt see exactly what Raptor posted. If he did break the rules as gozy suggested. Contarry to 0x90 he did specifically break the rules here and should be penalised. gg

---

Subject: Re: RSF Raptor
Posted by Goztow on Wed, 26 May 2010 09:22:07 GMT
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Quote:why is it that Building Bars get singled out so much?

That would be because it's about the only cheat that people try to post here. Let's also not forget that GoodOnedriver got a permanent ban for posting Nuke and Ion Emitters (allthough he was indeed a recidivist).

Subject: Re: RSF Raptor
Posted by cAmpa on Wed, 26 May 2010 09:56:15 GMT
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Goztow wrote on Wed, 26 May 2010 11:22Quote:why is it that Building Bars get singled out so much?
That would be because it's about the only cheat that people try to post here. Let's also not forget that GoodOnedriver got a permanent ban for posting Nuke and Ion Emitters (allthough he was indeed a recidivist).

Lmao, a perm ban for a player who had no clue wtf he did, a 30 days ban for a HUD with bb's (Let's not forget, scripts makes it possible for everyone to create stuff like that.)
and a big "hello welcome to the Renegade Public Forums" to the asshole who killed for hundrets of players the fun for the game because you can't trust anyone anymore.

Kinda pervy.

Subject: Re: RSF Raptor
Posted by Goztow on Wed, 26 May 2010 10:04:50 GMT
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cAmpa wrote on Wed, 26 May 2010 11:56
Lmao, a perm ban for a player who had no clue wtf he did
He really didn't know that it would be considered a cheat!

Honestly, he couldn't have told!

Subject: Re: RSF Raptor
Posted by Sir Kane on Wed, 26 May 2010 11:13:09 GMT
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If I was an administrator here, I would remove nerd moderators like Goztow. Always banning for dumb reasons.

Subject: Re: RSF Raptor
Posted by cAmpa on Wed, 26 May 2010 11:34:08 GMT

Goztow wrote on Wed, 26 May 2010 12:04cAmpa wrote on Wed, 26 May 2010 11:56
Lmao, a perm ban for a player who had no clue wtf he did
He really didn't know that it would be considered a cheat!

Honestly, he couldn't have told!

He's a big noob, in a big big renworld with crazy skinners.
Just take a look at the website you removed in raptors thread.
A whole website with kids like him.

I hope you don't think one of those kids take a moment to think wtf they are doing.
But your friend Mr. *cheat name removed*must known what will happen when he release a
fucking cheat like that.

Subject: Re: RSF Raptor
Posted by GEORGE ZIMMER on Wed, 26 May 2010 11:36:01 GMT

FlaminGunz wrote on Wed, 26 May 2010 04:20i really dont care whether he is rude or polite.
Obviosuly if it gets out of hand then sure go ahead and ban him, but the level of rude id tend to
say is fairly high here. Not that i care tbh
Right, it's that he should be rude to be unwelcome here- it shouldn't work the other way around,
and that him being "polite" means he SHOULD be welcome here.

FlaminGunz wrote on Wed, 26 May 2010 04:20what i was tring to say, is that it doesnt matter how
many reasons you throw around... he hasnt broken a rule. If you were to ban him for any of those
reasons, youd be banning like retarded ren mods do... for their own reasons. Not the servers
rules. not sure if you understand that or not.
I understand it perfectly. The thing is, 0x90 is pretty much just being nice so he DOESN'T get
banned. It's like a known terrorist acting very nice and polite- that by no means should grant them
any form of acceptance if they continue to blow shit up.

FlaminGunz wrote on Wed, 26 May 2010 04:20I mean i completely understand why you want him
banned, but what im trying to say is that it doesnt matter. He hasnt broken any rules...
Once again, I know he hasn't broken any rules on here. But let's take things into perspective for a
moment:

1: Renegade is a small community. Renegade Forums' higher-ups are essentially the higher-ups
of the Renegade community altogether (TT people, etc). If we were to unwelcome him from the
forums, that's giving him a big "fuck you".

2: He's damaged this game a fucking lot. I know you know this, but I feel it's necessary to point it
out alot until people realize he is responsible for the decline of Renegade's competitive

---

community.

3: If the whole community starts to tell him "Fuck you" but he wants to stay here, then he should outright stop making cheats, apologize for the shit he's done. If he doesn't want to be here but continues to shit up the community in spite of the fact that he obviously is welcome, why the fuck should he stay?

FlaminGunz wrote on Wed, 26 May 2010 04:20And yeah you dont always have to follow rules, but they are there for a reason and if mods choose to enforce them, i think its immature to deny they are right. Its their job to enforce the rules, no matter how stupid YOU thinkt hey are.
No, see, just because there are rules doesn't mean they're automatically right- what's RIGHT should dictate what makes the rules. Just the same, what's right should dictate what rules there aren't. I'm not so sure allowing- and infact, WELCOMING- known cheaters to be here is the right thing to do in any sense.

FlaminGunz wrote on Wed, 26 May 2010 04:20I personally hate what 0x90 has done to Renegade as i am a mod in a few plavces and have to deal with my fair share of cheaters. So dw im not going to call you out for being a nerd. You may know that im doing a fair bit around Renegade and i do care alot about it. But banning him for renforums, isnto going to solve the problem. His cheats still exist and your banning a person from a forum for really no good reason. That's good to know. And, as I said numerous times, there are plenty of reasons. The only semi-decent argument I've seen to keep 0x90 here is that if we ban him on a "Fuck you" basis, that he might get pissed and make MORE cheats. The thing is, he makes cheats anyways- he has not stopped, and obviously never will.

It'd be pretty hopeless if we COULDN'T do anything to stop him, but there is- it's called keeping him out of any form of communication with this community to stop the spread of his cheats, and to make an anti-cheat that he has no involvement with so he can't know how to get around it easily.

And maybe, just maybe, he'll feel unwelcome enough to actually say sorry and stop making cheats like a little twat. I'd rather that, than some overly pessimistic view.

FlaminGunz wrote on Wed, 26 May 2010 04:20"The difference is that no one gives a shit if he has a rabbit since it affects nobody". yes ofc thats true, but it doesnt help you. His cheats have affected renegade, not his precense here (no matter how fleeting that presence is). As i said before, banning him doesnt actually solve anything..
But his lack of presence here could affect him, which could affect his cheat making. As I've said before, it's better than keeping him here.

FlaminGunz wrote on Wed, 26 May 2010 04:20I respect the moderators decision on this case. Thats what i allueded to last post in that wherever i play/forum visit, il respect the mods. Doesnt really matter to this point ofc lol
Respect is fine, but to never go against someone simply because they enforce the rules is ridiculous, and can never help anything.

FlaminGunz wrote on Wed, 26 May 2010 04:20and for the record, i dont give a shit who uses building bars. Go for it. Its an advantage, but not in the class of cheating. If you use it to just help your game out, good for you. If you think someone will beat you because of building bars - maybe

its not just that and you should take some rene-lessons.
I semi-agree, but a cheat's a cheat. It's definitely an advantage.

FlaminGunz wrote on Wed, 26 May 2010 04:20But i didnt see exactly what Raptor posted. If he
did break the rules as gozy suggested. Contarry to 0x90 he did specifically break the rules here
and should be penalised. gg
see, here's the thing (and why I'm even making a big deal here)

People are getting banned for the whole building bars thing. Even posting a screenshot of it will
have your PM rights disabled. It's a little ridiculous, but somewhat understandable- cheats really
destroy Renegade, right? And it's best to not have people be welcome here, if they cheat, and it's
also good to not give them the ability to spread those cheats.

...yet 0x90, a known cheat maker who is pretty much entirely responsible for the downfall of the
competitive Renegade scene, is welcome here, with open arms.

"But banning him doesn't get rid of the cheats! It's hopeless!"

Banning RSF Raptor won't get rid of his building bars either. If people want it, they can still seek it
out. Renegade is such a small community that by now EVERYONE KNOWS about building bars.

It's the same fucking thing as banning 0x90, but yet 0x90 is not banned.

Not banning him on the grounds that he hasn't explicitly broken any rules is understandable... if he
never actually did anything else, that is. He is not an innocent man (and I use the term "man" very
lightly) in any sense of the word, and has done nothing but shit up the Renegade community.

To not ban him because he hasn't explicitly broken rules despite the fact that he is responsible for
ruining a portion of an already small community is... well, it's fucking cowardly. There's no other
way to put it- to back down just because "OH NO HE MIGHT MAKE MORE CHEATS" is stupid.
He's obviously already putting a ton of effort into cracking anti-cheats, so y'know, I actually would
prefer he DID try harder. Make his life that much more fucking miserable, so he focuses his full
attention until he snaps.

Furthermore, I really have to say that it's hypocritical to keep RSF Raptor banned but keep 0x90
here. I know that people aren't getting banned for just "breaking the rules"- those rules were put in
place for a reason. So instead of arguing against the rule, I'll argue against the reason for the
existence of the rules.

The reasoning to banning people who have building bars (and may distribute them, knowingly or
unknowingly) is so that it doesn't get around. Right? Right.

Now let's sidetrack for a second here- we all know 0x90 isn't directly releasing his cheats here.
But he's obviously releasing them elsewhere, and is infact, the one WORKING on them. And
people are obviously still getting ahold of said cheats. Even people who post HERE can very well
get them, just through some simple searching. BUT, because 0x90 isn't releasing the cheats
HERE, he isn't breaking the rule (just, y'know, directly breaking the whole reason behind the rule-
he's distributing the cheats, just not here). Banning him here wouldn't change a thing, etc- he'd still

be releasing them.

The same exact thing can be said about building bars. Banning them from here won't change a damn thing- they will still get around, they will still be released, and there will still be people intent on releasing them.

The only difference between banning people for building bars and banning 0x90 for his twattery is that the former simply release them here.

And then we go back to the whole "It's a rule" thing. It's a RULE to not release cheats on here- but why? Why does the rule exist? Simple, because releasing them on here makes it so people have more access to them. Making it a "rule" is simply a way of saying "Hey, dickwad, don't do this shit, we don't like it".

But what if someone were to get around those rules, yet still go against the reason as to why that rule exists? What then? Do we allow them to continue, despite the clear fact that they are more damaging than someone who simply breaks the rule?

What then?

TL;DR: Pick a side, Goztow and co. Ban people who want to distribute cheats, or allow them because banning them doesn't stop the cheating anyways?

Subject: Re: RSF Raptor
Posted by Goztow on Wed, 26 May 2010 11:48:23 GMT
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I think you're wrong on the exact reason why 0x90 is still here. It's not as much to not piss him off, but rather because some of the anti cheat creators made a deal with him (a few years ago) so he doesn't hack into anti cheat software any longer. In their eyes it's logic that if you do "business" with people (I'm not expressing myself on the nature of this business), you don't ban them from your home, as long as they respect the home rules of course.

Subject: Re: RSF Raptor
Posted by GEORGE ZIMMER on Wed, 26 May 2010 11:58:06 GMT
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Goztow wrote on Wed, 26 May 2010 06:48I think you're wrong on the exact reason why 0x90 is still here. It's not as much to not piss him off, but rather because some of the anti cheat creators made a deal with him (a few years ago) so he doesn't hack into anti cheat software any longer. In their eyes it's logic that if you do "business" with people (I'm not expressing myself on the nature of this business), you don't ban them from your home, as long as they respect the home rules of course.
I wasn't really aware of this, but then I have to ask- what exactly was this deal, then?

Subject: Re: RSF Raptor
Posted by cAmpa on Wed, 26 May 2010 12:07:16 GMT
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Goztow wrote on Wed, 26 May 2010 13:48I think you're wrong on the exact reason why 0x90 is still here. It's not as much to not piss him off, but rather because some of the anti cheat creators made a deal with him (a few years ago) so he doesn't hack into anti cheat software any longer. In their eyes it's logic that if you do "business" with people (I'm not expressing myself on the nature of this business), you don't ban them from your home, as long as they respect the home rules of course.

A few years ago?
Why is there the new *cheat name removed*then, what allows you to cheat with 3.44 scripts. Well, it was luck that the DirectX in scripts 3. kills the old RGH, but i used it as anticheat to get sure that dude isn't shifting me.

Subject: Re: RSF Raptor
Posted by EvilWhiteDragon on Wed, 26 May 2010 12:30:49 GMT
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cAmpa wrote on Wed, 26 May 2010 14:07Goztow wrote on Wed, 26 May 2010 13:48I think you're wrong on the exact reason why 0x90 is still here. It's not as much to not piss him off, but rather because some of the anti cheat creators made a deal with him (a few years ago) so he doesn't hack into anti cheat software any longer. In their eyes it's logic that if you do "business" with people (I'm not expressing myself on the nature of this business), you don't ban them from your home, as long as they respect the home rules of course.

A few years ago?
Why is there the new *cheat name removed*then, what allows you to cheat with 3.44 scripts. Well, it was luck that the DirectX in scripts 3. kills the old RGH, but i used it as anticheat to get sure that dude isn't shifting me.
The deal was as mentioned before, that 0x90 wouldn't hook into RG anymore. He has kept his side of the bargain, hit's just that the now hooks something else. The advantage of this COULD be that RG would be able to block rgh, IF it would get updated. But thanks to the wrong people disappearing and the RG security packer being fucked, new RG builds couldn't be compiled and distributed.

Subject: Re: RSF Raptor
Posted by Goztow on Wed, 26 May 2010 12:48:58 GMT
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I'm not 100 % convinced of the value of this deal, but the anti cheat creators seem to be.

Subject: Re: RSF Raptor
Posted by GEORGE ZIMMER on Wed, 26 May 2010 12:54:34 GMT
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Goztow wrote on Wed, 26 May 2010 07:48I'm not 100 % convinced of the value of this deal, but the anti cheat creators seem to be.
Well, all things considered, I don't think the anti-cheat business is going too well, even with 0x90's "help".

To keep with the business deal analogy: Why continue to do business with someone if they keep giving you outdated, broken products, then?

Subject: Re: RSF Raptor
Posted by Goztow on Wed, 26 May 2010 13:05:48 GMT
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It's actually the anti cheat people that don't keep their part of the "deal", namely keeping their non hacked anti cheat up to date to find cheats. But EWD explained why.

Subject: Re: RSF Raptor
Posted by Sir Kane on Wed, 26 May 2010 15:19:48 GMT
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Quit being an idiot, Goztow.

Subject: Re: RSF Raptor
Posted by R315r4z0r on Wed, 26 May 2010 15:55:39 GMT
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no message body

Subject: Re: RSF Raptor
Posted by Goztow on Wed, 26 May 2010 18:05:35 GMT
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Sir Kane wrote on Wed, 26 May 2010 17:19Quit being an idiot, Goztow.
Every line of insults on renforums could have been a line of code for TT .

Subject: Re: RSF Raptor
Posted by DL60 on Wed, 26 May 2010 19:56:18 GMT

I read the whole thread but is it possible? No nerdrage comment.
I'm feeling uncertain now... something is definitly going wrong here.

Subject: Re: RSF Raptor
Posted by Kimb on Wed, 26 May 2010 21:30:04 GMT

DeathLink6.0 wrote on Wed, 26 May 2010 13:56I read the whole thread but is it possible? No nerdrage comment.
I'm feeling uncertain now... something is definitly going wrong here.
well, you might always add "FAG" into somewhere, maybe that would help you?

Subject: Re: RSF Raptor
Posted by Rocko on Wed, 26 May 2010 22:11:15 GMT

R315r4z0r is either a troll or a complete idiot because his posts and his dumb attempts at trying to prove some bullshit idea logically are really annoying to read. just think about the following situation and it's pretty easy to see it's a cheat-

you're doing a 1v1 with someone and you mine your base with like 15 mines. on your hud's real-time c4 monitor you're going to notice if the proxy mines are going down 1 by 1 which would automatically tell you there's someone in your base disarming your mines to get in a building. you would never have known this without the hud.

sir kane is also a total idiot. he spends more time on the forums making fun of newbs, while also spewing out internet memes and nerdy insults like a lifeless robot, than he does on actually making good use of his time and doing some coding.

goztow is doing a good job banning people like rsf raptor

Subject: Re: RSF Raptor
Posted by EvilWhiteDragon on Wed, 26 May 2010 22:35:43 GMT

Rocko wrote on Thu, 27 May 2010 00:11
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goztow is doing a good job banning people like rsf raptor
While I don't agree with SirKane's reactions I must say that he is (fortunately) spending more time

on coding than he spends on trolling the forums.

Subject: Re: RSF Raptor
Posted by Sean on Wed, 26 May 2010 22:41:54 GMT
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Goztow wrote on Wed, 26 May 2010 06:48I think you're wrong on the exact reason why 0x90 is still here. It's not as much to not piss him off, but rather because some of the anti cheat creators made a deal with him (a few years ago) so he doesn't hack into anti cheat software any longer. In their eyes it's logic that if you do "business" with people (I'm not expressing myself on the nature of this business), you don't ban them from your home, as long as they respect the home rules of course.

Sorry mate, but that information is out of date.

Our good friend 0x90 may not directly hack into anti-cheat programs such as rg/rr anymore. But he releases 'certain things' that allow people too. I'm sure anyone with half a brain knows what I'm talking about ... (moderators anyways)

Also, on topic:

I have the ideal hud. In public servers that allow buildingbars/minecounters etc, I use it. In cw games/server that don't allow advantage huds I can simply disable it by pressing F5

(for anyone that cares: I use a blue one now lol)

http://www.mediafire.com/?jyz2zlziwd2

@Gozy: This is only hud-pics to prove that my hud has the function to disable buildingbars/entirehud/map-overlay etc. If you feel that its inapropiate, you may remove it.

I'm interested in what kind of response this'll provoke tho.

Subject: Re: RSF Raptor
Posted by EvilWhiteDragon on Wed, 26 May 2010 23:01:40 GMT
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Azazel wrote on Thu, 27 May 2010 00:41Goztow wrote on Wed, 26 May 2010 06:48I think you're wrong on the exact reason why 0x90 is still here. It's not as much to not piss him off, but rather because some of the anti cheat creators made a deal with him (a few years ago) so he doesn't hack into anti cheat software any longer. In their eyes it's logic that if you do "business" with people (I'm not expressing myself on the nature of this business), you don't ban them from your home, as long as they respect the home rules of course.

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I'm interested in what kind of response this'll provoke tho.
Nice, first we had just an aimbot that could hide it selfs, now we have even more cheats that can hide themself. Even coming from people who claim to be anti cheaters.
Epic!

Subject: Re: RSF Raptor
Posted by [cAmpa](#) on Wed, 26 May 2010 23:21:33 GMT
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Azazel wrote on Thu, 27 May 2010 00:41Goztow wrote on Wed, 26 May 2010 06:48I think you're wrong on the exact reason why 0x90 is still here. It's not as much to not piss him off, but rather because some of the anti cheat creators made a deal with him (a few years ago) so he doesn't hack into anti cheat software any longer. In their eyes it's logic that if you do "business" with people (I'm not expressing myself on the nature of this business), you don't ban them from your home, as long as they respect the home rules of course.

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Ban inc.

Subject: Re: RSF Raptor
Posted by R315r4z0r on Wed, 26 May 2010 23:42:46 GMT
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Rocko wrote on Wed, 26 May 2010 18:11... because his posts ... are really annoying to read.
So, with that said, you obviously didn't comprehend (or even read?) what I even said.

I said a HUD is not the same as a cheat. Whether you think an upgraded HUD is bad or not is up to you. But it should not be held on the same level as a cheat.

R315r4z0r wrote on Tue, 25 May 2010 15:00Whether or not an (upgraded?) HUD is bad or not is up to you. But they should in no way measure up to ACTUAL cheats.
R315r4z0r wrote on Tue, 25 May 2010 17:35Whether or not you think HUD mods are bad, they should never compare to an ACTUAL cheat.
See? I said it twice.

With your example, sure it gives you an advantage, that is not what I'm disputing. Even with knowing that the mines are being disarmed, you still have to travel to the location they are being disarmed and fight off your opponent fairly.

But with a cheat, you could just like... fire your pistol at the ground and the guy would drop dead... or you could just walk into his base, taking hits from the ob without dying and just destroy everything with infinite C4...

They both might give advantages but one FAR OUTWEIGHS the other.

Subject: Re: RSF Raptor
Posted by EvilWhiteDragon on Thu, 27 May 2010 00:15:23 GMT
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They both might give advantages but one FAR OUTWEIGHS the other.

Because you say it's not a cheat doesn't mean it is not a cheat.

Subject: Re: RSF Raptor
Posted by sadukar09 on Thu, 27 May 2010 00:21:12 GMT
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R315r4z0r wrote on Wed, 26 May 2010 18:42Rocko wrote on Wed, 26 May 2010 18:11...
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They both might give advantages but one FAR OUTWEIGHS the other.

You sir have been outtrolled by rocko.

Subject: Re: RSF Raptor
Posted by R315r4z0r on Thu, 27 May 2010 01:04:52 GMT
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EvilWhiteDragon wrote on Wed, 26 May 2010 20:15
Because you say it's not a cheat doesn't mean it is not a cheat.
Dude. Every single time I read one of your replies to a post of mine, I have to question whether or not you actually understood what I said. Every single time. That's why I usually don't respond to what you say.

Please quote where I said it wasn't a cheat. Then I'll dignify you with a response. I need to make sure you actually comprehended what I said.

Subject: Re: RSF Raptor
Posted by HaTe on Thu, 27 May 2010 01:21:07 GMT
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It's like an advantage skin that went to far. It's border line cheat because of the fact that it saves you the time of pressing a button - like certain cheats do as well. It's just not nearly as "bad" as using an aimbot, because, well, all it does is show you building health, which "K" does anyhow. I used it for a while to see how much of an advantage it really is - and, well, it isn't nearly as big an advantage as some of you make it seem. I'm against using it, but honestly, I don't care if someone i am playing against has it or not.

What a lot of people overlook is the hud's with the c4 limit - isn't this in essence the same thing? Yet no one really argues that point....it saves you from pressing a button, or typing something out...am i missing how this is different? There are loads of download-able huds out there, and I believe on this site as well, that include the c4 limit tool. Now, temp banning someone for giving a hint to a building bar site, when this site in itself does -somewhat- the same thing is....disturbing to me. Now, I haven't actually looked, and am relying on my memory, but doesn't Deathlink 6.0 or w/e's GPS Hud include this c4 feature? Seems a bit like some people are just being plain old hypocrite's here....Take a 2v2 clanwar on islands for example, isn't it an advantage to know EXACTLY when someone is coming in your mined tunnels, rather than just the next time you look? It's the same thing as the building bar discusion, just that the c4 hud was introduced more professionally, and therefore is looked upon as a "helping tool" over an "advantage".

Everyone who freaks out about building bars most likely doesn't really understand that they are doing the same thing as the c4 feature...Now, don't get me wrong, that doesn't excuse people's actions for releasing links to building bars, because it has been warned upon many times....but based on the cheat policy in Goz's first post....I really don't see the need for a ban...maybe a

deletion of the link and a pm warning at most.

Subject: Re: RSF Raptor
Posted by T0RN on Thu, 27 May 2010 01:31:03 GMT
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Well,hopefully TT will block these silly HUDs and we can lay this shit to rest.

Subject: Re: RSF Raptor
Posted by Tunaman on Thu, 27 May 2010 01:40:46 GMT
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R315r4z0r wrote on Wed, 26 May 2010 19:42I said a HUD is not the same as a cheat. Whether you think an upgraded HUD is bad or not is up to you.

Quoted for awesome.

I'm not really contributing to this topic, sorry!

Subject: Re: RSF Raptor
Posted by Clark Kent on Thu, 27 May 2010 01:54:31 GMT
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T0RN wrote on Wed, 26 May 2010 18:31Well,hopefully TT will block these silly HUDs and we can lay this shit to rest.
I vote TT gives everyone a version of these silly HUDs.

Subject: Re: RSF Raptor
Posted by Starbuzzz on Thu, 27 May 2010 02:30:11 GMT
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Goztow wrote on Wed, 26 May 2010 01:57When 5 arties are pounding your base while you are grouping up meds to destroy them, then a building can be dead within less than 20 seconds.

The difference between realtime info and pressing the key is a huge gap. I'd like to see someone fraps how he plays when he's constantly pressing the 'k' button long enough to watch the health of all buildings. If you want the same level of information as BB, then your gameplay will become totally wrecked because you need to keep doing it all the way throughout the game.

This is the entire argument against buildings bars in a nutshell. If someone cannot understand this as well-decribed by Goztow, then they obviously are suffering from TAP syndrome.

Subject: Re: RSF Raptor
Posted by Rocko on Thu, 27 May 2010 07:12:16 GMT
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Tunaman wrote on Wed, 26 May 2010 20:40R315r4z0r wrote on Wed, 26 May 2010 19:42I said a HUD is not the same as a cheat. Whether you think an upgraded HUD is bad or not is up to you.

Quoted for awesome.

I'm not really contributing to this topic, sorry!

yeah, R315r4z0r said everyone has their own opinion, what a neat and surprisingly obvious idea that i never realized! by the way the ocean looks blue, how crazy is that?

Subject: Re: RSF Raptor
Posted by Dover on Thu, 27 May 2010 07:29:12 GMT
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Subject: Re: RSF Raptor
Posted by Sir Kane on Thu, 27 May 2010 09:55:47 GMT
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If this is a cheat, textures that make infantry really bright are certainly, too.

Subject: Re: RSF Raptor
Posted by EvilWhiteDragon on Thu, 27 May 2010 10:34:21 GMT
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Sir Kane wrote on Thu, 27 May 2010 11:55If this is a cheat, textures that make infantry really bright are certainly, too.
They are IMHO.

Subject: Re: RSF Raptor
Posted by Tunaman on Thu, 27 May 2010 10:53:16 GMT
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Rocko wrote on Thu, 27 May 2010 03:12Tunaman wrote on Wed, 26 May 2010 20:40R315r4z0r wrote on Wed, 26 May 2010 19:42I said a HUD is not the same as a cheat. Whether you think an upgraded HUD is bad or not is up to you.

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Subject: Re: RSF Raptor
Posted by Herr Surth on Thu, 27 May 2010 14:13:43 GMT
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Tunaman wrote on Thu, 27 May 2010 05:53Rocko wrote on Thu, 27 May 2010 03:12Tunaman wrote on Wed, 26 May 2010 20:40R315r4z0r wrote on Wed, 26 May 2010 19:42I said a HUD is not the same as a cheat. Whether you think an upgraded HUD is bad or not is up to you.

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the guy in your signature looks like he knows about reading comprehension though!

Subject: Re: RSF Raptor
Posted by GEORGE ZIMMER on Thu, 27 May 2010 16:18:58 GMT
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Ziggy Sobotka wrote on Thu, 27 May 2010 09:13Tunaman wrote on Thu, 27 May 2010 05:53Rocko wrote on Thu, 27 May 2010 03:12Tunaman wrote on Wed, 26 May 2010 20:40R315r4z0r wrote on Wed, 26 May 2010 19:42I said a HUD is not the same as a cheat. Whether you think an upgraded HUD is bad or not is up to you.

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seriously

I mean, he's wearing fucking glasses

that automatically makes you smart

unless you're dover

Subject: Re: RSF Raptor
Posted by Sean on Thu, 27 May 2010 16:56:12 GMT
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[quote title=EvilWhiteDragon wrote on Wed, 26 May 2010 18:01]Azazel wrote on Thu, 27 May 2010 00:41Goztow wrote on Wed, 26 May 2010 06:48I think you're wrong on the exact reason why 0x90 is still here. It's not as much to not piss him off, but rather because some of the anti cheat creators made a deal with him (a few years ago) so he doesn't hack into anti cheat software any longer. In their eyes it's logic that if you do "business" with people (I'm not expressing myself on the nature of this business), you don't ban them from your home, as long as they respect the home rules of course.

Sorry mate, but that information is out of date.

Our good friend 0x90 may not directly hack into anti-cheat programs such as rg/rr anymore. But he releases 'certain things' that allow people too. I'm sure anyone with half a brain knows what I'm talking about ... (moderators anyways)

Also, on topic:

I have the ideal hud. In public servers that allow buildingbars/minecounters etc, I use it. In cw games/server that don't allow advantage huds I can simply disable it by pressing F5

(for anyone that cares: I use a blue one now lol)

http://www.mediafire.com/?jyz2zlziwd2

@Gozy: This is only hud-pics to prove that my hud has the function to disable buildingbars/entirehud/map-overlay etc. If you feel that its inapropiate, you may remove it.

I'm interested in what kind of response this'll provoke tho.
EvilCheatSupportorNice, first we had just an aimbot that could hide it selfs, now we have even more cheats that can hide themself. Even coming from people who claim to be anti cheaters. Epic!

LOL

The way I see it, I'm keeping everyone happy. Some server's allow this modded hud and some do

---

not. Everywhere dis-allows cheating, so bad analogy.

Also, I find it highly amusing that in this topic your against aimbots - yet you back 0x90 up, if you've forgotten, he's the guy that created the aimbot in the fucking first place. Also, don't give me bs that you've made biatch with an anti-aimbot function, because your great friend bypassed that as well.

Subject: Re: RSF Raptor
Posted by EvilWhiteDragon on Thu, 27 May 2010 18:56:28 GMT
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I always said I hate people using aimbot. Have had to ban some respected BI members for that. But that doesn't mean I can't like 0x90 as a person.
The person that uses the cheat is more evil than the one that creates it. Hell, otherwise StealthEye would be the most badass person around, he made some horrible PoC's.
But by creating them, he also gained the knowledge how to block them. 0x90 has the same for the cheats he creates. Therefore it saves us time if we can get him to tell us what he uses in his cheats. When we ban him, having contact becomes a lot harder. Thus isn't beneficial to us (TT-team) in any way and to that extend, not to RenegadeForums/the Renegade community.

Subject: Re: RSF Raptor
Posted by Rocko on Thu, 27 May 2010 23:36:49 GMT
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he's saying that we all have opinions, just that they don't matter and aren't deciding factors.

but it's just another dumb statement by R393158z0arz(add some more obnoxious e-spelling) who's trying his hardest to minimize the fact that the HUD upgrade is a cheat. it certainly pales in comparison when compared to something like an aimbot but it's still an unfair advantage over other players and it can easily be defined as a cheat, no matter how small of an advantage it is.

I think it's funny that silentkane mentions bright skins which are obviously advantages as well. I mean, just imagine any other game like CSS or call of duty 4. VAC blocks textures on those games because being able to notice a player from far away almost instantly, as opposed to having to actually look more carefully for them, is a big advantage.

huds and bright skins shouldn't be bannable, but they also shouldn't be allowed. they don't belong in the game but many people tend to overlook them for whatever reason. This is taking the game serious as shit but i don't think anyone can deny that upgraded huds and skins are an advantage over other players.

i'm not the only one who can see the advantage of having your proxy count instantly available on the hud, while also walking through the tunnels and noticing a little spongebob c4 sticking in the wall and a bright green sniper to the side of the screen.

Subject: Re: RSF Raptor
Posted by EvilWhiteDragon on Fri, 28 May 2010 08:46:47 GMT
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I think that if those "features" wouldn't be included in HUDs, that HUDs would be way less popular. Also, normally you want your hud to be as clean as possible (= most viewing area). You only want information that is directly and IMMEADIATELY useful for you. This means that one would not make HUDs with these "features" is they wouldn't be so useful, because it would just be a waste of valuable space.

Subject: Re: RSF Raptor
Posted by DL60 on Fri, 28 May 2010 15:32:05 GMT
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Quote:I think that if those "features" wouldn't be included in HUDs, that HUDs would be way less popular. Also, normally you want your hud to be as clean as possible (= most viewing area). You only want information that is directly and IMMEADIATELY useful for you. This means that one would not make HUDS with these "features" is they wouldn't be so useful, because it would just be a waste of valuable space.
Despends on the design, the right size of every element an so on. It is not hard to add these elements without wasting too much space.

These features - especially the buildingbars, minecounter and distancenumber at crosshair - would be a very nice addition to Renegades HUD.

Renegade is not just a damn deathmatch shooter where you just need the most important information about your own status. You also need information about your team AND your base (the base is still the most important features which seperates CCR from other MP shooters). The way you can access them in vanilla Renegade are just stupid/retarded. You can't do anything while looking at the building status or the team status.

Another option would be to implement these elements like a scorelist: You still have to press a button to access it BUT you can move and shot while watching it. Or you do this as toggleable HUD element like Renegades scorelist. Pressing the button adds these features as HUD element. Hiting the button again makes them disappear.

This would be two very nice compromises.

Subject: Re: RSF Raptor
Posted by CarrierII on Fri, 28 May 2010 16:19:08 GMT
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DeathLink6.0 wrote on Fri, 28 May 2010 16:32Quote:I think that if those "features" wouldn't be included in HUDs, that HUDs would be way less popular. Also, normally you want your hud to be as clean as possible (= most viewing area). You only want information that is directly and IMMEADIATELY useful for you. This means that one would not make HUDS with these "features" is they wouldn't be so useful, because it would just be a waste of valuable space.
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This would be two very nice compromises.

The problem is that as it stands, the information is only available to some clients, and not others, thus creating an unfair advantage in favour of whomever has it.

Subject: Re: RSF Raptor
Posted by DL60 on Fri, 28 May 2010 17:38:41 GMT
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CarrierII wrote on Fri, 28 May 2010 11:19
The problem is that as it stands, the information is only available to some clients, and not others, thus creating an unfair advantage in favour of whomever has it.

True but I was talking about these features in general independent of the situation around because sometimes I think some players are against these features at all because they think it would change gameplay too much or something like this.

Btw the TT patch would a be a chance to solve this problem.

Subject: Re: RSF Raptor
Posted by Goztow on Fri, 28 May 2010 19:28:09 GMT
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DeathLink, by adding these "features" you make the game easier for the defending side, which IMO is a bad thing. Easier defense = longer games and more camping = less interesting games. In smaller games you rapidly need to make choices between attacking and defending. Putting all on med tanks leaves you open for that single stank or techie sneaking in. But if you have more info on your hud, then those stank / tech has less chance succeeding. So in the end the rather limited amount of strategies in this game will be even more limited because the chance of success for some of them will be reduced.

If the server oculd configure which options are shown, this would be different. Take it like COD and BF's softcore vs hardcore. Letting the server owner decide and letting all be on an equal level of info would be fair.

Also R3xxxxxxxx : you simply ignored my argument about radar hack, so it seems. Nice one there!

Subject: Re: RSF Raptor
Posted by DL60 on Fri, 28 May 2010 21:16:34 GMT
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Agreed but only in relation to the minecounter feature. Otherwise no. The BB feature already exists (+ you have EVA message feedback) but it's not very useful that way. My intention was to setup especially this BB feature in an appropriate way. You also have think the other way round: It makes it also easier for the attacking side and in my opinion equally. The decision if you go back or not in smaller games is also not affected in my eyes. If not give me an convincing example situation which happens often and not a constructed scenario which happens only once in 10 small games.

Subject: Re: RSF Raptor
Posted by GEORGE ZIMMER on Fri, 28 May 2010 21:58:38 GMT
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Everyone having building bars would still cause some problems IMO, but I guess it does open up some more opportunities for strategy and such.

Mine counter, though, is utter bullshit.

Subject: Re: RSF Raptor
Posted by HaTe on Fri, 28 May 2010 23:18:33 GMT
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Everyone having building bars should decrease the number of radio spamming throughout Renegade you would think....no need to spam attack this building! If all others can see it's health at the same time. Though, I'm sure everyone would continue to do it more as well, now being able to see every buildings health as it decreases..

Subject: Re: RSF Raptor
Posted by Ethenal on Fri, 28 May 2010 23:28:44 GMT
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Goztow wrote on Tue, 25 May 2010 14:50An advantage == a cheat == a ban.
If you have one of those Logitech G15 keyboards, you could set one of the macros to move side

to side really quickly (much faster than humanly possible), making it much difficult to hit you with a sniper rifle or what have you. It's an advantage, but is it a cheat?

EDIT: Random bracket got in there somehow

Subject: Re: RSF Raptor
Posted by Clark Kent on Fri, 28 May 2010 23:47:32 GMT
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EDIT: Random bracket got in there somehow
Same for C4 spam. Also I hear you may be able to get some of them to display the same info in the "cheat" HUDs.

Subject: Re: RSF Raptor
Posted by Dover on Fri, 28 May 2010 23:56:57 GMT
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This thread is awful.

Subject: Re: RSF Raptor
Posted by Clark Kent on Sat, 29 May 2010 00:51:38 GMT
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Dover wrote on Fri, 28 May 2010 18:56This thread is awful.
noU

Subject: Re: RSF Raptor
Posted by Goztow on Sat, 29 May 2010 09:20:07 GMT
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Anyone ever wondered why you don't get EVA messages for every building that's under attack?

Subject: Re: RSF Raptor
Posted by EvilWhiteDragon on Sat, 29 May 2010 12:25:34 GMT

DeathLink6.0 wrote on Fri, 28 May 2010 17:32Quote:I think that if those "features" wouldn't be included in HUDs, that HUDs would be way less popular. Also, normally you want your hud to be as clean as possible (= most viewing area). You only want information that is directly and IMMEADIATELY useful for you. This means that one would not make HUDs with these "features" is they wouldn't be so useful, because it would just be a waste of valuable space.
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This would be two very nice compromises.
You just proved my point, they are very handy features to have. The downside of them are (I think) that it makes defending too easy (presuming everyone has them). It would be impossible to sneak in somewhere. Hell you wouldn't even need to lay down 5 mines per entrace anymore, as you'll directly notices when someons attempts to move in.

Subject: Re: RSF Raptor
Posted by DL60 on Sat, 29 May 2010 12:47:47 GMT

EvilWhiteDragon wrote on Sat, 29 May 2010 07:25
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As answer I just quote myself.
Quote:Agreed but only in relation to the minecounter feature. Otherwise no.

Quote:Anyone ever wondered why you don't get EVA messages for every building that's under attack?
Yea and my answer is: EVA would spam messages for every little bullet and that would be annoying for players to hear every half second such a message. This is the one and only reason and not because covering sneaking techis.

I'm totally NOT convinced that BB would change the gameplay in a negative way.

Subject: Re: RSF Raptor
Posted by Goztow on Sat, 29 May 2010 13:02:23 GMT
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I strongly disagree. If this were the case, then they'd have done an EVA message for each building and have a counter per building. Now there's only one EVA message per x time over ALL buildings.

Also BB is a much greater advantage than mine count because it warns you for immediate and urgent danger whereas the mine counter only tells you "there may be danger inside your base within > 30 seconds".

Subject: Re: RSF Raptor
Posted by DL60 on Sat, 29 May 2010 16:17:05 GMT
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Goztow wrote on Sat, 29 May 2010 08:02
I strongly disagree. If this were the case, then they'd have done an EVA message for each building and have a counter per building. Now there's only one EVA message per x time over ALL buildings.

Maybe maybe not... with a counter for every building you would still have the problem with multiple short messages after each other.

Goztow wrote on Sat, 29 May 2010 08:02
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---

urgent danger whereas the mine counter only tells you "there may be danger inside your base within > 30 seconds".

Don't forget I'm talking about the feature in general (if every would have it).

Okay maybe it has a negative effect if add bb permanently or not. I'm not sure. It is still nothing is proven for me. I think we have a too different opinions and views about this.

Independent from this. What about my two compromises?

Subject: Re: RSF Raptor
Posted by Starbuzzz on Sat, 29 May 2010 17:54:09 GMT
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You only need to play with a BB for 1 whole day on all the WW stock maps to see how it drastically changes gameplay in your favour.

Once on Under, I was SBH with grenade launcher from spawn. I went deep into the GDI tunnels and shot the Barr with my laser rifle prompting EVA to announce that it was under attack. I quickly switched to grenade launcher and grenaded the PP and took almost more than half its health away. A GDI player with BB will notice which buildings really needs repairs. Its this nice element of surprise that BB users don't seem to mind losing. The examples go on and on...

I don't know why TT has to compromise on this issue while the individual power really belongs to the server communities. It really is imho upto the communities to have a internal vote or a rule change or clarification to makeway for BB's to be allowed on their server.

Asking TT for a compromise is like asking the central government to needlessly interefere and help out while the individual states/districts already have the ability to resolve the matter themselves.

Subject: Re: RSF Raptor
Posted by Goztow on Sat, 29 May 2010 18:01:23 GMT
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Thank God someone read my posts!

Subject: Re: RSF Raptor
Posted by DL60 on Sat, 29 May 2010 18:03:19 GMT
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Starbuzzz wrote on Sat, 29 May 2010 12:54
Asking TT for a compromise is like asking the central government to needlessly interefere and help out while the individual states/districts already have the ability to resolve the matter themselves.
I'm not asking TT to do anything. Where did you read that?
I'm just discussing and doing mind experiments.

Anyway it's the fault of the building bars if people don't use existing feature. My compromises would change nothing except you can run/walk/shoot while pressing the existing building bar button.

Quote:Thank God someone read my posts!
They were full of statements and contained not one example situation to underline them. Starbuzzz finally made that.

Subject: Re: RSF Raptor
Posted by Tiesto on Sat, 29 May 2010 18:33:24 GMT
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So what? Its up to the serverowners if they allow BB or not?

You do realise then, that 99% of the servers will allow it, so the ridiculous amount of angriness about BB is rather futile.

Subject: Re: RSF Raptor
Posted by Clark Kent on Sat, 29 May 2010 18:51:17 GMT
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Posted by Goztow on Sat, 29 May 2010 18:56:23 GMT
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Subject: Re: RSF Raptor
Posted by DL60 on Sat, 29 May 2010 19:05:01 GMT
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Quote:Yet another proof you didn't read my posts.
I strongly disagree.

Maybe I understand something different than you when I swrote "example"? Ever thought of that?
According to my definition there are no examples or situations which underline your statements.

Btw do you want to continue making baseless suppositions concerning my person? Or do you
even want to start insulting me? I'm open for everything today - I already know enough, so there is
no need but I'm also happy about every additional piece I can get. It's up to you Gozy

(@Others: Don't laugh about this here - this is scientific nerdrage on another level you would
never think of! Just let me do - I'm just curious)

Subject: Re: RSF Raptor
Posted by Goztow on Sat, 29 May 2010 19:14:36 GMT
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Starbuzzz wrote on Thu, 27 May 2010 04:30Goztow wrote on Wed, 26 May 2010 01:57When 5
arties are pounding your base while you are grouping up meds to destroy them, then a building
can be dead within less than 20 seconds.

The difference between realtime info and pressing the key is a huge gap. I'd like to see someone
fraps how he plays when he's constantly pressing the 'k' button long enough to watch the health of

all buildings. If you want the same level of information as BB, then your gameplay will become totally wrecked because you need to keep doing it all the way throughout the game.

This is the entire argument against buildings bars in a nutshell. If someone cannot understand this as well-decribed by Goztow, then they obviously are suffering from TAP syndrome.
I guess you missed this when you weren't reading my posts then.

Subject: Re: RSF Raptor
Posted by DL60 on Sat, 29 May 2010 19:43:04 GMT
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Hey you are right. I haven't read that. I only read the lower part of page 4 (everything after my post) and page 5 of this topic. Everything concerning our discussion. How hell should I know that you posted an example long before? I don't have time to follow everything. Give me a hint or a link next time whenever I should ask for something again!

And what are we doing now with the existing building bars? Who's using the existing BBs constantly and often? If not for what are they else useful for? I never really used them in clanwars/public games. Only once in two dozen games just to check if they still appear if I press K. Why are they there?

Edit: Again what's now with my ideas/compromises concerning this?

Subject: Re: RSF Raptor
Posted by EvilWhiteDragon on Sat, 29 May 2010 20:23:03 GMT
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Tiesto wrote on Sat, 29 May 2010 20:33So what? Its up to the serverowners if they allow BB or not?

You do realise then, that 99% of the servers will allow it, so the ridiculous amount of angriness about BB is rather futile.
Certainly not 99%. There are currently about 88 servers. I can assure you that at least one will have BB disabled. That would make it max 98,87% of the servers. Since BlackIntel technically runs 3 servers, you'd already be down to about 96%.

Now stop abusing statistics if you can't back them up, retard.

Subject: Re: RSF Raptor
Posted by Tiesto on Sat, 29 May 2010 21:24:29 GMT
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EvilWhiteDragon wrote on Sat, 29 May 2010 21:23Tiesto wrote on Sat, 29 May 2010 20:33So what? Its up to the serverowners if they allow BB or not?

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Now stop abusing statistics if you can't back them up, retard.
oh my god! Mr angry!

Okay, a majority of the servers will allow it then, would that satisfy you and your high horse?

Subject: Re: RSF Raptor
Posted by cAmpa on Sat, 29 May 2010 21:31:43 GMT
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EvilWhiteDragon wrote on Sat, 29 May 2010 22:23Tiesto wrote on Sat, 29 May 2010 20:33So what? Its up to the serverowners if they allow BB or not?

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Now stop abusing statistics if you can't back them up, retard.

I would disable it, too.

Subject: Re: RSF Raptor
Posted by sadukar09 on Sat, 29 May 2010 22:26:52 GMT
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Starbuzzz wrote on Sat, 29 May 2010 12:54You only need to play with a BB for 1 whole day on all the WW stock maps to see how it drastically changes gameplay in your favour.

Once on Under, I was SBH with grenade launcher from spawn. I went deep into the GDI tunnels and shot the Barr with my laser rifle prompting EVA to announce that it was under attack. I quickly switched to grenade launcher and grenaded the PP and took almost more than half its health away. A GDI player with BB will notice which buildings really needs repairs. Its this nice element of surprise that BB users don't seem to mind losing. The examples go on and on...
You can rapidly press J or K to get the same effect. A guy with building bars only has the advantage of slightly faster updates, even then it's not much as you make it out to be.

Subject: Re: RSF Raptor
Posted by EvilWhiteDragon on Sun, 30 May 2010 00:32:33 GMT
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Tiesto wrote on Sat, 29 May 2010 23:24EvilWhiteDragon wrote on Sat, 29 May 2010 21:23Tiesto wrote on Sat, 29 May 2010 20:33So what? Its up to the serverowners if they allow BB or not?

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Not until you show me that majority. My guess is that it'll be pretty 50/50 when you'll look at all servers. But I haven't checked this.

And I'm being Mr.Angry because I hate it when someone claims sonething which may very well be different. The majority could be true, but you're stating it as if it where a fact, that's plain wrong.

Subject: Re: RSF Raptor
Posted by Clark Kent on Sun, 30 May 2010 01:06:16 GMT
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EvilWhiteDragon wrote on Sat, 29 May 2010 19:32Tiesto wrote on Sat, 29 May 2010 23:24EvilWhiteDragon wrote on Sat, 29 May 2010 21:23Tiesto wrote on Sat, 29 May 2010 20:33So what? Its up to the serverowners if they allow BB or not?

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Subject: Re: RSF Raptor
Posted by Goztow on Sun, 30 May 2010 06:41:50 GMT
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TK2 would disable it...

I'm still waiting for someone to fraps how he plays while pressing k every 3 seconds during battle, as I requested about 20 posts ago.

Subject: Re: RSF Raptor
Posted by DL60 on Sun, 30 May 2010 07:02:51 GMT
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Goztow wrote on Sun, 30 May 2010 01:41TK2 would disable it...

I'm still waiting for someone to fraps how he plays while pressing k every 3 seconds during battle, as I requested about 20 posts ago.
This proofs only that this is useless feature atm. Bring it to use and change the gameplay!

Subject: Re: RSF Raptor
Posted by EvilWhiteDragon on Sun, 30 May 2010 07:24:34 GMT
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Clark Kent wrote on Sun, 30 May 2010 03:06EvilWhiteDragon wrote on Sat, 29 May 2010 19:32Tiesto wrote on Sat, 29 May 2010 23:24EvilWhiteDragon wrote on Sat, 29 May 2010 21:23Tiesto wrote on Sat, 29 May 2010 20:33So what? Its up to the serverowners if they allow BB or not?

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And I'm being Mr.Angry because I hate it when someone claims sonething which may very well be different. The majority could be true, but you're stating it as if it where a fact, that's plain wrong. Should have said "active" servers.
BlackIntel is active. Not as active as it has been in the past, but hey, what server doesn't suffer?

Subject: Re: RSF Raptor
Posted by Herr Surth on Sun, 30 May 2010 09:21:39 GMT
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Goztow wrote on Sun, 30 May 2010 01:41TK2 would disable it...

I'm still waiting for someone to fraps how he plays while pressing k every 3 seconds during battle, as I requested about 20 posts ago.
you can play pressing k about 2 to 3 times a second, its not hard to do.

Subject: Re: RSF Raptor
Posted by liquidv2 on Sun, 30 May 2010 09:58:52 GMT
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BUILDING BARS NYEAHHHHH
active servers
there are a handful of servers that handle probably 90% or more of renegade's ingame population
worry about those servers

Subject: Re: RSF Raptor
Posted by HaTe on Sun, 30 May 2010 18:07:52 GMT
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You're posts are wrong though Goztow....your opinions are flawed...

Basically, c4 feature warns you the same way that building bars does - the only difference is that with buildings bars you know where to defend, and with mine count you may have to search.

If you are an experienced Renegade players, then you most likely already press 'k' every now and then to check for buildings damaged. I used building bars for a while, and seriously, they don't help that much. Basically you have to look to the side of your screen rather then pressing a button to check it. "WOW, WHAT A CHEAT!" When mine count is basically saving you the trouble of typing something (!c4) out, or pressing a button (cp2). Yet somehow you are so against building bars - as to temp ban people for links to sites that include them - yet you allow the release of the c4 feature here. It's being a hypocrite really...the reason at first was because the building bars

didn't include something that the c4 feature did...but now it does. Why still go against something that you have been -in a way- for the entire time..?

Subject: Re: RSF Raptor
Posted by Goztow on Sun, 30 May 2010 18:40:10 GMT
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Opinions are opinions are opinions. My opinion can be flawed in your opinion and right in someone else's opinion. It's hard to draw a line of what is acceptable and what isn't, and this line will be different for everyone. However, I drawed the line of what's acceptable on renforums very clearly wrt building bars on renforums and the temp banned user choose to volontary ignore it.

Subject: Re: RSF Raptor
Posted by HaTe on Sun, 30 May 2010 18:46:08 GMT
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I understand that, which is why i'm not against the ban - I'm personally against the rule. Can you tell me how your opinion honestly makes sense - with the whole c4 feature vs building bars? Besides what you have already said, because honestly, i don't much understand the logic in what you have said so far, sorry.

Subject: Re: RSF Raptor
Posted by GEORGE ZIMMER on Sun, 30 May 2010 19:10:22 GMT
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[quote title=HaTe wrote on Sun, 30 May 2010 13:07]You're posts are wrong though Goztow....your opinions are flawed...

Basically, c4 feature warns you the same way that building bars does - the only difference is that with buildings bars you know where to defend, and with mine count you may have to search./quote]
depends on the map- some maps usually have an infantry chokepoint or two where it's easy to know where the enemy would be coming from.

Subject: Re: RSF Raptor
Posted by HaTe on Sun, 30 May 2010 20:07:32 GMT
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[quote title=GEORGE ZIMMER wrote on Sun, 30 May 2010 14:10]HaTe wrote on Sun, 30 May 2010 13:07You're posts are wrong though Goztow....your opinions are flawed...

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---

with buildings bars you know where to defend, and with mine count you may have to search./quote]
depends on the map- some maps usually have an infantry chokepoint or two where it's easy to know where the enemy would be coming from.
True, and it depends on where you mine; but that's just more proving my point really....I'm more interested to see Goz's point of view on the subject.

Subject: Re: RSF Raptor
Posted by Goztow on Sun, 30 May 2010 21:00:01 GMT
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I agree with you that the c4 counter is as much a cheat as the building bars. I also seem to remember having heavy debates where I was in the "against c4 counter" side, excuse me if I cannot find one f the topics right away.

The context is a bit different, though. CP2 and brenbot already introduced a very fast way to check c4 count every x seconds without getting any restrictions (opposed to building bar where 'k' gets you stuck). I also personally believe that checking c4 count kind of ways up against detonating mines from outside of the buildings which evades damage to your character. In my personal POV mines were ment to avoid people getting in buildings, not to be detonated from the outside. But this is a very personal opinion which I'm sure not everyone will agree with.

If I restricted the c4 counter, I'd need to restrict brenbot as well? Brenbot was here long before I arrived, though and I don't think anyone would agree on this. BB is new though, proof of concept was shown and the RF crew immediately took a clear stance against it.

I hope this clears it up a bit.

Subject: Re: RSF Raptor
Posted by HaTe on Sun, 30 May 2010 21:22:14 GMT
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Well, first off, everybody does not have cp2, just as everybody does not have building bars - so in that essence, it does give a slight advantage (Not enough to be taken note off though, pressing a button over typing something out isn't a huge thing). So you would be all for TT releasing a feature that allows you to see building bar status with pressing a button, without having you pause from the game? It's the same thing as the c4 discussion really.

 Quote:In my personal POV mines were ment to avoid people getting in buildings, not to be detonated from the outside.
(Proxy) mines were meant to kill people that stepped on them, no matter where. It all depends on the map and the situation on where you put them - on islands in a small game it's often better to put most of them at the tunnels. That is an opinion thing I suppose, but I don't really see why a moderators opinion on something like building bars should edit the original rule.of :
Quote:Cheats/Hacks: This forum fully supports RenGuard along with other anti-cheat solutions.

With that said, the posting or advertising of cheats will not be tolerated in any way imaginable. When many people disagree that this is a cheat, and agree that the building bars feature is very similar in that of the c4 feature. One being bannable for releasing here, the other getting praised for a good release. I think that the rule should be edited if anything - on that of what specifically a cheat is, and what it is not.

Quote:If I restricted the c4 counter, I'd need to restrict brenbot as well?
I'm not asking you to restrict anything more than RF already does, I'm doing the exact opposite actually. In my opinion building bars should be allowed to be released here, just as the c4 feature is. Or, at least, an edit in the rules to specify what is considered a cheat, and why.

I see your point on the c4 feature vs building bars debate though - So the slight pause of the game to check building's health is considered a cheat if the pause is taken away, where as there is no pause to check the c4 limit, because simply pressing a button and looking at the chat screen does not pause the game? Yet as you said - Cp2 fixed that for the c4's, so in your argument, you sort of are calling that an unfair advantage, and even a cheat...

Subject: Re: RSF Raptor
Posted by IronWarrior on Mon, 31 May 2010 07:08:04 GMT
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Goztow, do you hate source based games like CSS/L4D2 as much as you hate "building images" in Renegade?

Why I ask... well because these games allow users to do so many tweaks that would make your head explode.

Subject: Re: RSF Raptor
Posted by Goztow on Mon, 31 May 2010 07:27:47 GMT
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HaTe wrote on Sun, 30 May 2010 23:22Well, first off, everybody does not have cp2, just as everybody does not have building bars - so in that essence, it does give a slight advantage (Not enough to be taken note off though, pressing a button over typing something out isn't a huge thing). So you would be all for TT releasing a feature that allows you to see building bar status with pressing a button, without having you pause from the game? It's the same thing as the c4 discussion really.

That's not the point. The point is both have been released on renforums and are freely downloadable here.

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No for two reasons: 1st you'll never get an exclusive list because new cheats will be imagined. 2nd because I don't aim to give a list of cheats for people to look up in google. That's the whole idea of censoring some words...

HaTe wrote on Sun, 30 May 2010 23:22I see your point on the c4 feature vs building bars debate though - So the slight pause of the game to check building's health is considered a cheat if the pause is taken away, where as there is no pause to check the c4 limit, because simply pressing a button and looking at the chat screen does not pause the game? Yet as you said - Cp2 fixed that for the c4's, so in your argument, you sort of are calling that an unfair advantage, and even a cheat...

Normally Renegade has no c4 counter AT ALL. This was introduced by a combo of server side scripts and brenbot's !c4 command. The idea was to enable players to check for overmining. I think noone can be against this. Very rapidly players noticed this could be used as an advantage, to enhance your base security. So they started "abusing" it. CP2 made it easier with the key bind. So in my eyes it's not as much the instant information that's the "cheat" but the information itself. However, the information itself was generally accepted long before I arrived here + it's delivered server side meaning anyone can and will use it without client modifications. The difference between the general information via brenbot command and via HUD is smaller than the difference between the BB info on the HUD and pressing 'k', in my view. Which explains the difference of treatment.

People usually tell me they do feel the difference between playing without and with BB after they have taken BB off when they played with them for a while. Maybe you should try this?

I see a cheat as anything that can give a significant advantage to one player opposed to another player not using it. I'll give you an example of a mod that I don't see as a cheat: the circle weapon selection. I admit this is a personal interpretation but as long as it's communicated clearly, I see no opposition to enforce the mod's interpretation of a rule. Banned user got a clear warning so should have known better.

Quote:
Why I ask... well because these games allow users to do so many tweaks that would make your head explode.
Never played them, luckily .

Subject: Re: RSF Raptor
Posted by HaTe on Mon, 31 May 2010 22:52:08 GMT

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You misunderstood, I meant clarifying as in describing exactly what is a cheat, and what is not, or a definition of what is and what is not considered to be a cheat by the renegade forums moderating team.

Quote: However, the information itself was generally accepted long before I arrived here
So if you were here then, then it's possible that it would not of been allowed to be released here? Is that what you're getting at?

Quote: it's delivered server side meaning anyone can and will use it without client modifications.
I thought we were talking about cp2 and the pressing button command, not the !c4 command. Cp2 has to be downloaded, just as building bars and the c4 feature hud does.

Quote:The difference between the general information via brenbot command and via HUD is smaller than the difference between the BB info on the HUD and pressing 'k', in my view.
I agree, but it's still the same principle, is it not?

Quote:People usually tell me they do feel the difference between playing without and with BB after they have taken BB off when they played with them for a while. Maybe you should try this?
As i said earlier, i have used building bars before. I went like 6 years with pure mode in renegade, then started using some skins and such, including building bars and the c4 feature. I used them for a few months, and though I do admit that they helped, I personally don't see the big deal in using either. The point is that they both clearly give an advantage in somewhat the same way, and you are picking one specifically out, and making it bannable to release here, yet the other is allowed. I just don't fully understand why...
Quote:
I see a cheat as anything that can give a significant advantage to one player opposed to another player not using it.
Well, that's an opinion statement describing an opinion...the word significant can be twisted in many ways to mean basically anything. That's truly the safe answer, but not the one that would clear this up easier..

Quote:Banned user got a clear warning so should have known better.
I'm not sure if you did or did not read my previous posts, but i did state that i was not against the ban, because of the warnings. It's more of the rule that I'm against, and how easily misinterpreted it can, and has been.

Subject: Re: RSF Raptor

Posted by DL60 on Tue, 01 Jun 2010 05:27:33 GMT
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Quote:Well, that's an opinion statement describing an opinion...
Watch out he will quote hisself from a post he wrote a shitload of time ago to underline his words
and tell you that you don't read his posts.

Subject: Re: RSF Raptor
Posted by Rocko on Tue, 01 Jun 2010 06:33:05 GMT
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Goztow wrote on Mon, 31 May 2010 09:27HaTe wrote on Sun, 30 May 2010 23:22Well, first off,
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Quote:
Why I ask... well because these games allow users to do so many tweaks that would make your head explode.
Never played them, luckily .
holy shit, just to put it in to laymans terms i'd say, a cheat would be anything you can download that gives you any advantage over other players that are playing the game without any modifications. pretty simple.

Subject: Re: RSF Raptor
Posted by Goztow on Tue, 01 Jun 2010 06:40:25 GMT
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HaTe wrote on Tue, 01 June 2010 00:52Quote:No for two reasons: 1st you'll never get an exclusive list because new cheats will be imagined. 2nd because I don't aim to give a list of cheats for people to look up in google. That's the whole idea of censoring some words...
You misunderstood, I meant clarifying as in describing exactly what is a cheat, and what is not, or a definition of what is and what is not considered to be a cheat by the renegade forums moderating team.
I invite you to give this a try. Maybe you have more inspiration than I do. The best I could get to is what I wrote above. Rocko's try isn't bad either.

HaTe wrote on Tue, 01 June 2010 00:52Quote: However, the information itself was generally accepted long before I arrived here
So if you were here then, then it's possible that it would not of been allowed to be released here? Is that what you're getting at?
Probably not because as I wrote before, it was way less obvious that this feature was going to be abused for something it wasn't meant to be used. But a better example: if brenbot hadn't had this feature and a HUD had been released with c4 count on it the way BB was released now, then I

would have considered it an obvious cheat, yes.

HaTe wrote on Tue, 01 June 2010 00:52Quote: it's delivered server side meaning anyone can and will use it without client modifications.
I thought we were talking about cp2 and the pressing button command, not the !c4 command. Cp2 has to be downloaded, just as building bars and the c4 feature hud does.
No, I was first talking about the brenbot feature.

HaTe wrote on Tue, 01 June 2010 00:52Quote:
I see a cheat as anything that can give a significant advantage to one player opposed to another player not using it.
Well, that's an opinion statement describing an opinion...the word significant can be twisted in many ways to mean basically anything. That's truly the safe answer, but not the one that would clear this up easier..
As said: feel free to give it a better shot.

I'm feeling this is turning into a Spoony argumentation, so maybe we should continue this on MSN rather than filling pages with quotes.

Subject: Re: RSF Raptor
Posted by CarrierII on Tue, 01 Jun 2010 09:08:22 GMT
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Rocko wrote on Tue, 01 June 2010 07:33Goztow wrote on Mon, 31 May 2010 09:27
QuotesHaTe wrote on Sun, 30 May 2010 23:22Well, first off, everybody does not have cp2, just as everybody does not have building bars - so in that essence, it does give a slight advantage (Not enough to be taken note off though, pressing a button over typing something out isn't a huge thing). So you would be all for TT releasing a feature that allows you to see building bar status with pressing a button, without having you pause from the game? It's the same thing as the c4 discussion really.

That's not the point. The point is both have been released on renforums and are freely downloadable here.

HaTe wrote on Sun, 30 May 2010 23:22Quote:In my personal POV mines were ment to avoid people getting in buildings, not to be detonated from the outside.
(Proxy) mines were meant to kill people that stepped on them, no matter where. It all depends on the map and the situation on where you put them - on islands in a small game it's often better to put most of them at the tunnels. That is an opinion thing I suppose, but I don't really see why a moderators opinion on something like building bars should edit the original rule.of :
Quote:Cheats/Hacks: This forum fully supports RenGuard along with other anti-cheat solutions. With that said, the posting or advertising of cheats will not be tolerated in any way imaginable.
When many people disagree that this is a cheat, and agree that the building bars feature is very similar in that of the c4 feature. One being bannable for releasing here, the other getting praised for a good release. I think that the rule should be edited if anything - on that of what specifically a cheat is, and what it is not.

No for two reasons: 1st you'll never get an exclusive list because new cheats will be imagined. 2nd because I don't aim to give a list of cheats for people to look up in google. That's the whole idea of censoring some words...

HaTe wrote on Sun, 30 May 2010 23:22I see your point on the c4 feature vs building bars debate though - So the slight pause of the game to check building's health is considered a cheat if the pause is taken away, where as there is no pause to check the c4 limit, because simply pressing a button and looking at the chat screen does not pause the game? Yet as you said - Cp2 fixed that for the c4's, so in your argument, you sort of are calling that an unfair advantage, and even a cheat...

Normally Renegade has no c4 counter AT ALL. This was introduced by a combo of server side scripts and brenbot's !c4 command. The idea was to enable players to check for overmining. I think noone can be against this. Very rapidly players noticed this could be used as an advantage, to enhance your base security. So they started "abusing" it. CP2 made it easier with the key bind. So in my eyes it's not as much the instant information that's the "cheat" but the information itself. However, the information itself was generally accepted long before I arrived here + it's delivered server side meaning anyone can and will use it without client modifications. The difference between the general information via brenbot command and via HUD is smaller than the difference between the BB info on the HUD and pressing 'k', in my view. Which explains the difference of treatment.

People usually tell me they do feel the difference between playing without and with BB after they have taken BB off when they played with them for a while. Maybe you should try this?

I see a cheat as anything that can give a significant advantage to one player opposed to another player not using it. I'll give you an example of a mod that I don't see as a cheat: the circle weapon selection. I admit this is a personal interpretation but as long as it's communicated clearly, I see no opposition to enforce the mod's interpretation of a rule. Banned user got a clear warning so should have known better.

Quote:
Why I ask... well because these games allow users to do so many tweaks that would make your head explode.
Never played them, luckily .

holy shit, just to put it in to laymans terms i'd say, a cheat would be anything you can download that gives you any advantage over other players that are playing the game without any modifications. pretty simple.

Why can't you post like this all the time?

Subject: Re: RSF Raptor
Posted by Tiesto on Tue, 01 Jun 2010 17:58:34 GMT
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If BB/mine counter is a cheat, force pure mode. That is the only way the arguments will stop over

what is a cheat and what is not.

However, No doubt the repercussions won't be good. Because I like my skins and reticle, no doubt others feel like this too.

So you'll probably find some players will stop playing because they won't be bullied into doing what others want.

GoztowI see a cheat as anything that can give a significant advantage to one player opposed to another player not using it.

But if the other player starts using BB too. There is no advantage, its not like its secret available to a select few, its plastered all over the internet.

Subject: Re: RSF Raptor
Posted by Goztow on Tue, 01 Jun 2010 18:11:58 GMT
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Tiesto wrote on Tue, 01 June 2010 19:58
GoztowI see a cheat as anything that can give a significant advantage to one player opposed to another player not using it.

But if the other player starts using BB too. There is no advantage, its not like its secret available to a select few, its plastered all over the internet.
I was waiting for that. One word: fanmaps.

Subject: Re: RSF Raptor
Posted by HaTe on Tue, 01 Jun 2010 20:47:56 GMT
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Quote:I agree with you that the c4 counter is as much a cheat as the building bars.
Quote:
I see a cheat as anything that can give a significant advantage to one player opposed to another player not using it.
Quote:But a better example: if brenbot hadn't had this feature and a HUD had been released with c4 count on it the way BB was released now, then I would have considered it an obvious cheat, yes.
So I'm curious in why exactly one is allowed and one is not, you've sort of fed around the bush here, not giving a straight up answer....Is it because it is not up to you fully? As far as i can see, you agree with me for the most part, so i see no reason for the rule to remain as it is..

Quote:I invite you to give this a try.
I think we all know that whatever I could come up with will me ridiculed far more than whatever you will or have come up with. Just based on reputations around here, that is.

Quote:I'm feeling this is turning into a Spoony argumentation, so maybe we should continue this on MSN rather than filling pages with quotes.
I agree that it is turning into one of those arguments that I myself hate to read, but I really think it could be solved with a plain explanation on to why building bars are not allowed to be released here, and why the c4 feature is. Rather than quote spamming topics that feed around the subject.

Subject: Re: RSF Raptor
Posted by EvilWhiteDragon on Tue, 01 Jun 2010 23:08:48 GMT
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HaTe wrote on Tue, 01 June 2010 22:47Quote:I agree with you that the c4 counter is as much a cheat as the building bars.
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I agree that it is turning into one of those arguments that I myself hate to read, but I really think it could be solved with a plain explanation on to why building bars are not allowed to be released here, and why the c4 feature is. Rather than quote spamming topics that feed around the subject.

Learn to read!
He already said that he would've banned it if it was intended the way it used now and if he had moderator rights back then. The only reason he's not banning on it now is that it would be a gigantic task to amke everyone aware about the "end" button not being allowed anymore.

Subject: Re: RSF Raptor
Posted by Goztow on Wed, 02 Jun 2010 06:52:15 GMT
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Thank you, EWD. I thought this was clear by now :-s. Also hate, I didn't expect you to start quoting

parts of my replies out of their context. Anyway, I think this discussion has gone on for long enough .

Subject: Re: RSF Raptor
Posted by Boofst0rm on Wed, 02 Jun 2010 07:36:56 GMT
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can i get a large chets with me hud plz

Subject: Re: RSF Raptor
Posted by HaTe on Wed, 02 Jun 2010 19:51:29 GMT
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I'm not talking about the CP2 end button command....it's clearly you who are the one failing to read. I am, and obviously have been talking about the c4 feature on the hud. Which my question is still unanswered about, I'm not quoting you out of context Goztow, I'm just not quoting the parts that either don't have to do with my reply, I agree with, or are irrelevant in my opinion. Don't make it seem like I'm attacking you when I'm clearly just asking a few questions that seem to be extremely hard for you to answer...

Subject: Re: RSF Raptor
Posted by reborn on Wed, 02 Jun 2010 21:07:00 GMT
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c4 object count on a HUD is a cheat (but not really that bad tbh as pressing the end key is possible in real time, and the text is displayed as an overlay on the game screen, instead of a seperate window), as is the building bar health.

Subject: Re: RSF Raptor
Posted by HaTe on Wed, 02 Jun 2010 21:14:55 GMT
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reborn wrote on Wed, 02 June 2010 16:07c4 object count on a HUD is a cheat (but not really that bad tbh as pressing the end key is possible in real time, and the text is displayed as an overlay on the game screen, instead of a seperate window), as is the building bar health.
I think that it comes down to them being in the same category, so Goztow either needs to choose what you have just said, or choosing to treat them both as not cheats. They clearly are the same thing basically, one just being useful at (for the most part) less times during a game (usually).

Subject: Re: RSF Raptor

Posted by EvilWhiteDragon on Wed, 02 Jun 2010 21:37:37 GMT
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HaTe wrote on Wed, 02 June 2010 23:14reborn wrote on Wed, 02 June 2010 16:07c4 object count on a HUD is a cheat (but not really that bad tbh as pressing the end key is possible in real time, and the text is displayed as an overlay on the game screen, instead of a seperate window), as is the building bar health.
I think that it comes down to them being in the same category, so Goztow either needs to choose what you have just said, or choosing to treat them both as not cheats. They clearly are the same thing basically, one just being useful at (for the most part) less times during a game (usually). They're obviously different, and you're retarded if you can't understand the explanation on why they are truly different and as bonus an explanation why even the mine counter (!c4/end) would've been banned if things had gone different.

Subject: Re: RSF Raptor
Posted by HaTe on Wed, 02 Jun 2010 21:59:39 GMT
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You clearly are trying to sucking up to power and failing miserably. Now, for the 1000th time, we have said they are different, so thank you for that. The concept is the same, and anyone with two eyes can see that...

Now, if things would have gone differently then, then why should BB's be banned now, yet the past feature still be allowed? Use your brain for once please..

Subject: Re: RSF Raptor
Posted by GEORGE ZIMMER on Wed, 02 Jun 2010 23:43:41 GMT
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HaTe wrote on Wed, 02 June 2010 16:59You clearly are trying to sucking up to power and failing miserably. Now, for the 1000th time, we have said they are different, so thank you for that. The concept is the same, and anyone with two eyes can see that...

Now, if things would have gone differently then, then why should BB's be banned now, yet the past feature still be allowed? Use your brain for once please..
because chets

they mods

so they right

Subject: Re: RSF Raptor
Posted by Goztow on Thu, 03 Jun 2010 06:04:33 GMT
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HaTe wrote on Wed, 02 June 2010 23:59You clearly are trying to sucking up to power and failing miserably. Now, for the 1000th time, we have said they are different, so thank you for that. The concept is the same, and anyone with two eyes can see that...

Now, if things would have gone differently then, then why should BB's be banned now, yet the past feature still be allowed? Use your brain for once please..
EWD sucking up to me? Hah! You cannot realize just how wrong you would be .

Maybe an analogy can make it clearer. Most agree that alcohol and tobaco are worse drugs than say Marijuana. However, the first two are allowed and the 2nd isn't.

Do you think that alcohol and tobaco would be allowed if they were invented only today, in our current society? I wouldn't think so. The same kind of happened for the c4 counter.

Subject: Re: RSF Raptor
Posted by Wiener on Thu, 03 Jun 2010 06:23:52 GMT
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I'd love to lose c4 count and donation if, in return, everybody would play pure non skinned ren with pointsfix.....

... but I'd never give up alcohol!

Subject: Re: RSF Raptor
Posted by EvilWhiteDragon on Thu, 03 Jun 2010 13:01:33 GMT
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HaTe wrote on Wed, 02 June 2010 23:59You clearly are trying to sucking up to power and failing miserably. Now, for the 1000th time, we have said they are different, so thank you for that. The concept is the same, and anyone with two eyes can see that...

Now, if things would have gone differently then, then why should BB's be banned now, yet the past feature still be allowed? Use your brain for once please..
I do, and I still cant get my head around your immense stupidity.

Subject: Re: RSF Raptor
Posted by CarrierII on Thu, 03 Jun 2010 14:46:55 GMT
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Basically, we can't change the past, and not release the mine counter.

We can try to stop BBs (And augmented HUDs in general), though.

Subject: Re: RSF Raptor
Posted by reborn on Thu, 03 Jun 2010 14:47:07 GMT
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EWD is mah biatch!

Subject: Re: RSF Raptor
Posted by HaTe on Thu, 03 Jun 2010 22:12:40 GMT
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So basically because you can't change the past, then you are afraid to tamper with it? Yet you don't want to make the same mistake twice? Oh. Okay....sigh.

Subject: Re: RSF Raptor
Posted by reborn on Fri, 04 Jun 2010 05:20:49 GMT
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HaTe wrote on Thu, 03 June 2010 18:12So basically because you can't change the past, then you are afraid to tamper with it? Yet you don't want to make the same mistake twice? Oh. Okay....sigh.

You're clutching at straws... Trying to say something profound and wise, but in reality when you apply that profound, wise logic to the example given, it's flawed.
Infact, try to apply it to most situations and it's flawed "tamper with the past", ok McFly, grab the keys to the delorean and we'll talk.
Infact when I read on and see "Yet you don't want to make the same mistake twice? Oh. Okay... Sigh", it proves you're even more confused. Firstly, it wasn't Goztows mistake to begin with, so he cannot make it Twice, as he never made it Once (if it is to be called a mistake at all). Secondly, since when is learning from the past a bad thing?

Anyway, back on topic please.

Subject: Re: RSF Raptor
Posted by EvilWhiteDragon on Fri, 04 Jun 2010 05:55:53 GMT
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reborn wrote on Fri, 04 June 2010 07:20HaTe wrote on Thu, 03 June 2010 18:12So basically because you can't change the past, then you are afraid to tamper with it? Yet you don't want to make the same mistake twice? Oh. Okay....sigh.

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Infact when I read on and see "Yet you don't want to make the same mistake twice? Oh. Okay...

Sigh", it proves you're even more confused. Firstly, it wasn't Goztows mistake to begin with, so he cannot make it Twice, as he never made it Once (if it is to be called a mistake at all). Secondly, since when is learning from the past a bad thing?

Anyway, back on topic please.
I declare Reborn's post ontopic.