

---

Subject: Renegade wallhack!

Posted by [PiMuRho](#) on Sun, 06 Jul 2003 17:40:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

<http://www.pimurho.pwp.blueyonder.co.uk/wallhax1.jpg>

<http://www.pimurho.pwp.blueyonder.co.uk/wallhax2.jpg>

Not really. My new video card keeps doing this. It's far more of a pain than any actual assistance (kept running into the pillars and getting stuck)

[/url]

---

---

Subject: Renegade wallhack!

Posted by [DrasticDR](#) on Sun, 06 Jul 2003 19:00:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Yes, your vid card or City\_Flying\_Exp.

---

---

Subject: Renegade wallhack!

Posted by [kawolsky](#) on Sun, 06 Jul 2003 19:12:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

lol i thought you had downloaded a wall hack!!!

---

---

Subject: Renegade wallhack!

Posted by [General Havoc](#) on Sun, 06 Jul 2003 19:25:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Yeah it must be some sort of vis glitch because it does it on mine too. I have a Albatron Geforce 4 Ti 4200. It happens most of the time although sometimes it doesn't happen but others it just dissappears completely like it was never there.

Although the name of the topic may just come back to haunt you.

\_General Havoc

---

---

Subject: Renegade wallhack!

Posted by [Majiin Vegeta](#) on Sun, 06 Jul 2003 20:52:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

there are alot of vis errors on all maps..more on certain maps  
mainly happens when in 3rd person or 3rd person in vehicles :S

---

---

Subject: Renegade wallhack!  
Posted by [A-DawG](#) on Mon, 07 Jul 2003 00:23:35 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

i used to get crazy colors when looking in certain angles with my old 8 mb ati card.

---

---

Subject: Re: Renegade wallhack!  
Posted by [coolmant](#) on Mon, 07 Jul 2003 15:24:08 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

PiMuRhowww.pimurho.pwp.blueyonder.co.uk/wallhax1.jpg

<http://www.pimurho.pwp.blueyonder.co.uk/wallhax2.jpg>

Not really. My new video card keeps doing this. It's far more of a pain than any actual assistance  
(kept running into the pillars and getting stuck)  
[/url]

SAME! My video card sometimes has this problem too! I have a Geforce FX 5200 and it is fast but  
for some reason Renegade messes up and I can see through walls sometimes.

---

---

Subject: Renegade wallhack!  
Posted by [TheMouse](#) on Mon, 07 Jul 2003 19:45:33 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

can u shoot through the walls? or are they just invisible?

---

---

Subject: Renegade wallhack!  
Posted by [SOqKid](#) on Mon, 07 Jul 2003 19:58:29 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

u sure this is your video card and its not just 1 big WOL bugs?

---

---

Subject: Renegade wallhack!  
Posted by [PiMuRho](#) on Mon, 07 Jul 2003 20:16:44 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Absolutely, because:

- a) It was fine before I fitted the new card.
  - b) It wasn't a WOL server
- 

Subject: Renegade wallhack!  
Posted by [Skier222](#) on Mon, 07 Jul 2003 20:38:47 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

lol, thats werid

in the second pic, isnt there suppost to be a base behind that building?

---

Subject: Re: Renegade wallhack!  
Posted by [Dante](#) on Mon, 07 Jul 2003 21:24:34 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

coolmantPiMuRhowww.pimurho.pwp.blueyonder.co.uk/wallhax1.jpg

<http://www.pimurho.pwp.blueyonder.co.uk/wallhax2.jpg>

Not really. My new video card keeps doing this. It's far more of a pain than any actual assistance (kept running into the pillars and getting stuck)  
[/url]

SAME! My video card sometimes has this problem too! I have a Geforce FX 5200 and it is fast but for some reason Renegade messes up and I can see through walls sometimes.

yup, same here, i get "invisible" meshes sometimes, i think it has to do with the materials.

with characters, sometimes they disappear in third person as well :/ or first person hands don't show up... its quite annoying really. especially when doing level design.

---

Subject: Renegade wallhack!  
Posted by [Aircraftkiller](#) on Mon, 07 Jul 2003 21:26:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

DrasticDRYes, your vid card or City\_Flying\_Exp.

Or the third option: You're a retard!

---

---

Subject: Renegade wallhack!  
Posted by [DrasticDR](#) on Mon, 07 Jul 2003 21:30:43 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Ah yes, the truth hurts.

---

---

Subject: Renegade wallhack!  
Posted by [smwScott](#) on Mon, 07 Jul 2003 23:23:55 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I have a Geforce 4 Ti4200 and I have never had any graphical problems with Renegade. The only thing that has happened to me is I have gotten stuck spinning around off the map and sometimes when I get in the vehicle the view is fucked up and it doesnt control well, so I have to get out and get back in, fairly rare though.

---

---

Subject: Renegade wallhack!  
Posted by [C4miner](#) on Mon, 07 Jul 2003 23:41:44 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Here's my 1337 CS wallhack:

Actually I get that effect whenever an MSN popup (like the one shown) pops up.

---

---

Subject: Renegade wallhack!  
Posted by [bigwig992](#) on Tue, 08 Jul 2003 03:46:11 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Heh heh. That's why my TNT2 Model 64 rocks all you people. May give low FPS...crappy textures...but I don't get invisible mesh's .

---

---

Subject: Renegade wallhack!  
Posted by [kopaka649](#) on Tue, 08 Jul 2003 20:43:22 GMT

---

i used to have that card but i recently bought a geforce4 mx 440

---