Subject: cheat or not a cheat
Posted by joroe34 on Mon, 07 Jul 2003 14:49:12 GMT
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Yesterday, I was playing on the new DOM server (I forgot the name of the new server.)
Anyways, some guy by the name of XG77777 was on a killing mission. People who were getting
killed by this guy were screaming "cheat" "aimbot" and everything else that is said when people
are getting owned. I mean this guy was killing everyone, even the most skilled of players who
frequent this server. However, like most times when people are screaming cheat and aimbot, I
just assume they were mad because he was good.

At the beginning of city flying, I and many others make the dash out to get c4 on the harvey. This
is the beginning, so every one is standard infantry. Then it happened - a noddy was running at
me, it was strange because he was not firing. Myself and a couple others who were around me
start firing at the poor nod soldier who was running into our bullets. We got his life into the yellow
and then it happened. The nod soldier who was now close enough to see his name, it was
xg77777. XG fired on me and dropped me in a second. He killed the other two poor bastards
who were near me in the same fassion. In my respawn, I seen through chat that he killed at least
4 others the same way. Normally, when standard infantry do battle - if you are good you can get 4
- 6 kills to 1 death. This guy was in the yellow health before firing a shot and still racked up at
least 8 - 10 kills. And I am telling you, the people he was killing were mostly skilled players. I
myself, never scream aimbot - if I get shot in the head over and over by a sniper - it is because
the sniper is good. However, this guy was standard infantry who's health was yellow and he was
killing everyone. And it was a quick kill.

Not sure if he had a cheat, I hope not because it will ruin the game. By the way, he said he was in
some clan I never heard of and indicated he was german.

Subject: cheat or not a cheat
Posted by kawolsky on Mon, 07 Jul 2003 15:30:23 GMT
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germans cheat lol j/k
sounds like that could of been a cheat of some kind,reminds me of a game i played yesterday,the
host was called andrew something and everytime before he came out he would type !Aimbot 75%
or some thing like that and it would say Aimbot activated to 75%

Subject: cheat or not a cheat
Posted by Havoc_elite on Mon, 07 Jul 2003 17:10:32 GMT
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Well, why not report it then??? Could just be me (I said this before BTW), but a working aim bot
(in other words, it locks your gun onto the head of an enemy player and fires automaticly) is
technicly not possible!
You would have to change the script for the ENTIRE GAME, wich is practically impossible without

screwing up the game script somewhere.
When you write a script like this (im not a Mod builder so this is just a simple explain idea):

```
<SEARCH=HEAD>
<AUTO AIM=FOUND SEARCH>
<AUTO FIRE=FOUND SEARCH>
<ACTIVATION CODE=aim on>
```

Justr something like that, now if you would put that set of lines between the game script or a level script, you will be unable to play the game or the map, unless you can program so good you know exactly wich 20 lines you need to replace form all, lets say 4000.

Dont ask me what these guys use, maybe its experiance, maybe its just the lag kicking in... but when you just take a second to think clearly, you find that a working aimbot is almost the same as the pot of gold at the end of the rainbow, it was never realy proven it is there.

Subject: cheat or not a cheat
Posted by joroe34 on Mon, 07 Jul 2003 17:22:41 GMT
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Quote:but when you just take a second to think clearly,

Like I said before, I do not go around yelling aimbot whenever I am getting my a** kicked. (which happens frequently) I am just saying - this guy was making impossible kills with standard infantry. Maybe he is that good - but the way it happened - I have never seen before. I guess you would have to see it for yourself. Also, I am an old guy, my computer knowledge is very limited. I don't have any knowhow on what one would have to do to develop an aimbot or any other cheat for this game. All I know, this guy was making infantry kills in a second's time.

Subject: cheat or not a cheat
Posted by Havoc_elite on Mon, 07 Jul 2003 17:32:17 GMT
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If I overlook your story as you wrote it, i just think its one hell of an experianced guy and a bunch of lag.
Believe me, i had some games where i was normal infantry and I made 12 kills in a row before i got killed.
SOme of the idiots even where offisers or even mendoza or mobius.
This guy probably took the lag to his advantage and mixed it with his skill of hitting ppl in the head and then it looks like this:
Guy comes running at you but not shooting, then when he is close he just shoots you 3 in lethal seconds.
Same happands to 5 others.
What is realy going on:
He can handle the lag unlike you. He runs at you and kills you all from a distance.

But becouse of the lag kicking in, you only see him running and when the lag is over, you dont know what the hell happand but you and your team mates are dead!!.

Master of the illousion will be back next week, same time same chanal

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Subject: cheat or not a cheat
Posted by joroe34 on Mon, 07 Jul 2003 17:40:45 GMT
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ok...it was lag.

however, I have played on this server many times before without lag. Further, on this server, there are many skilled players (not me.) I know they never cry aimbot or cheat when they are killed. They always type ns when they are skillfully killed. In this situation, even these guys were left wondering what the hell was going on.

The reason I didn't report is because I am not sure what happened. You are probably right - lag or some other explaination.

Subject: cheat or not a cheat
Posted by Havoc_elite on Mon, 07 Jul 2003 17:45:15 GMT
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probably...

Subject: cheat or not a cheat
Posted by Nate on Mon, 07 Jul 2003 20:43:55 GMT
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Havoc's explaination is only one story. But what if aimbot really exists? Maybe it was an aimbot... or just laggy... we don't really know. Unless screen shots were made with your connection with the server showed.

Subject: cheat or not a cheat
Posted by Skier222 on Mon, 07 Jul 2003 20:53:57 GMT
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that happens to me alot, but i know its just lag. i was palying over at Maytridys house and the server was really lagger for some reason. we were on opposite teams and he came running into my base with a engy and shot me dead, even when i did not see him shot me, he just kept running by.

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its prolly just lag

Subject: cheat or not a cheat
Posted by joroe34 on Mon, 07 Jul 2003 20:54:41 GMT
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sorry... i didnt make any screen shots. just so I know, all i need to do for a screen shot is hit print screen? The thing is, this server is never laggy for me. Further, I did not see or expierence any of the signs of lag ie...warping, jittering, geting stuck. Further no one was complaining of lag either.

Subject: cheat or not a cheat
Posted by [REHT]Spirit on Mon, 07 Jul 2003 22:08:34 GMT
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Havoc_Elite: This is probally more work and will only work if the enemy is on your screen but:

Can't you just say......set the heads to a certain color through skins, then the aimbot runs in the backround with a timer going (lags up the game though) and checks the screen for that color. If it finds it, it calculates the position, and sends msgs of the mouse "moving" in order to point the weapon at the head. Then, once the crosshair is red and the color and the crosshair are close by, it sends msgs of a left mouse click (fire).

In short: What the heck makes this aimbot so dang impossible?

Subject: cheat or not a cheat
Posted by laeubi on Tue, 08 Jul 2003 00:20:06 GMT
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a) lag (you not see everytime what realy happens think of the 'warping')
b) If your PC runnign ren like mine with 60+ fps @800x600 that means analysing 60 times a second an 800x600 Image, mving the mouse decide if its the aim or not....
c) only n00bs will use Aimbots and n00bs can't develop one

Subject: cheat or not a cheat
Posted by Dunt on Tue, 08 Jul 2003 12:16:15 GMT
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Maybe he/she/it was using a speed hack.

The other day at work I noticed someone playing renegade online (gamespy) during lunch. It looked kinda wierd cos the game would run fine while he wasnt being shot but as soon as an

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enemy saw him and fired, the game would slow down drastically. It was like matrix for ren.
Everything went into slow motion. He had all the time in the world to aim @ peoples head
(including scoped) and shoot before being hit himself. What this guy didn't realise is that I could
remotely log in to his machine and view all the current processes running. The one that stood out
was .... maybe i shouldn't name it. I did a google search on the filename and lo and behold, a
working hack!! It's a re-written counterstrike hack for *** (not ren). After testing it out (2 of them)
one actually worked. I tested it on a lan game but as he was using it on the net i guess it works
there 2.
I was able to run past the agt and into the barr on field before the agt would start firing. So I dont
need to say what it would do for aiming/shooting. After around 20mins however, the game
crashed. Just froze up completely and had to reboot system.

Just lettin y'all know.

((no, i wont tell you where to get it))

edit
His GS name is [tor]gen.elmo2k. ?? tor ??